Can’t Take The Sky From Us Companion Book, Volume 3:

Firefly Online RPG Corebook(can play Firefly Online by using this Corebook, with or without a Cortex[Firefly RPG Corebook compatible + recommended])

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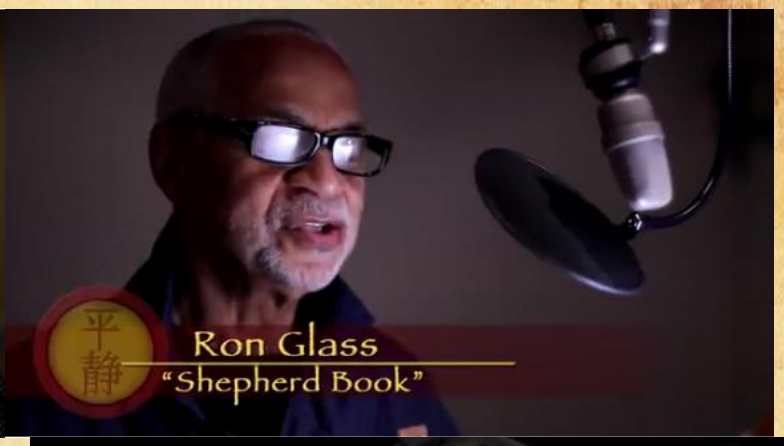


How to Modify Firefly RPG Rules for Firefly Online

[1] bringing in Firefly RPG game rules is the next best thing to having a online video game of Firefly Online to play; here is a somewhat short guide on how to modify Firefly RPG rules for this Firefly Online blueprint

<1> (for a crewmember character or Gamemaster character)

mental attribute dice/die X physical attribute dice/die = how many hit points in a health bar for a character; any character advancement that would make sense story wise to increase hit points can be added after finishing a episode(take the exact number of the related character advancement, times it by 2, and then add that number to the total hit points for that character for the following episode)

--> a gamemaster may very well have his, her, or their own idea for how many hit points a character loses due to complication(s) in a in-game fight; so, gamemaster(s) should feel free to use their best judgments on this because it's their RPG campaigns

<2> Firefly RPG crewmember run = player run; Firefly RPG Gamemaster run = AI run

<3> Can't Take The Sky From Us episodes unintentionally, by standard Firefly RPG rules, would make most Firefly characters gamemaster level powerful before Season 2 would end(which would be less fun for a RPG); in light of this, have thought of how to balance things out better

--> if it makes sense story wise to add a new attribute, distinction, skill rank, specialty, or signature asset without swapping out another(or to increase a existing one by one or two) for a character sheet that would risk overpowering said character according to Firefly RPG rules, use these two alternative rules directly for that particular attribute, distinction, skill rank, specialty, or signature asset

1) Dice/die rolls for this are different; first keep in mind the standard range of what you can roll on the dice or die for this(for that particular attribute, distinction, skill rank, specialty, or signature asset), then take the lower half of those numbers and consider them all like rolling a 1 on a D4 die(as in a instant fail to raise the stakes, but can get a plot point to use for another action)

2) If adding this particular attribute, distinction, skill rank, specialty, or signature asset(and not increasing what's already there)? Either add a new complication on top of what's already there, or up the stakes for the worst case complication directly related to this attribute, distinction, skill rank, specialty, or signature asset(either way, it has to make sense story wise)

3) for the same character? No copies of the same particular attribute, distinction, skill rank, specialty, or signature asset(that would be a cop out and not much fun)

[2] some recommendations for Can't Take The Sky From Us related character sheet updates for existing characters

--> up Jayne's mental attribute to D8, add a possible complication for Jayne(Math? Science? I ain't Gone to School![D8] for a mental complication for academic questions), up his skill Survive to D8, up his skill Trick to D8, up his skill Fly to D6, up his skill Know to D6, up his skill Influence for Intimidation to D8, up his skill Perform for Guitar to D8, and add a She's My Girlfriend, Mal distinction(it's almost exactly like the distinction Family Ties, but specifically tied to Saffron and to any other woman Jayne is getting sexed with)

--> add for Inara a Bodyguard Grade Companion distinction(spend 1 plot point to go first in any battle or combat scene; but, can only go first in a battle or combat scene if at least shielding someone else from danger by standing in the way of danger; if escorting someone else out of danger, can't attack a enemy for that turn; if have escorted or shielded someone else out of danger, may reroll any die on next action in same turn that comes up 1 instead of accepting a plot point[D8]), up her skill Fight to D8, add a skill Feint(D8), add A Bow and Arrows for a signature asset(D8), add a Fancible Pistol for a signature asset(D6), add a Fencing Sword for a signature asset(D8), add a knife for a signature asset(D6), and add a possible complication for Inara(Epidplasa is a Pain[D10] for a physical complication[but can only get this complication if already have a physical complication of D10, and so swaps one complication for another; if this complication hits D12, Inara needs medical attention A.S.A.P. or she'll soon die from Epidplasa])

--> past the episode Twin Red Moons? Saffron gets My Most Favorite Handgun for a signature asset(D8), up her skill Know to D10 for cons, swap her Unprincipled distinction for a More Than Just Parts to Play After All distinction(when help a ally against a enemy, gain a plot point and double the highest complication die roll in the enemy's roll; when betray a ally or get framed for betraying a ally, gain a plot point, gain a social complication, and double the highest complication die roll in that ally's role[D8]), add Reckless Move for a additional distinction(when take a complication

representing a injury or physical harm directly following a move action, spend 1 plot point to step it back or spend 1 plot point to take a additional move action before taking the full complication[D8]), and add two possible complications Saffron can get(One Of My Personalities Surfaced Without Trying[D8] for a social complication[if this complication hits D12, Yolanda or another of Saffron's personalities completely takes over Saffron until she's physically left unconscious in a fight, just sleeping and wakes up, or greatly persuaded to let Saffron's central personality come back; but, Yolanda is the coldest personality of all of them, and extreme stress for Saffron's own survival is what brings out Yolanda's personality without trying], and Painful Memories[D10] for a mental complication directly tied to fighting against The Alliance[because of Saffron's tragic backstory, getting this complication means starting the die roll for it at D10])

--> for characters in Can't Take The Sky From Us not referenced back to a Firefly RPG book or a Serenity RPG book? At least using Firefly RPG Corebook rules to create character sheets for them are recommended(under the sections Creating a Custom Crewmember and Building Gamemaster Characters); because a gamemaster playing a Firefly Online single player campaign with a player(s) may want to slightly change villains and anti-heroes from one single player campaign episode to another(the Firefly RPG allows for quite some freedom within reason, and so want to stay true to this kind of freedom here)

--> if you don't own the Firefly RPG book Echoes of War: Thrilling Heroics or Firefly RPG book Things Don't Go Smooth, but still want to use episodes from them that are recommended from this Companion Book? You can still run these episodes by using educated guesses for everything; long as you at least use Firefly RPG Corebook rules to create any ships and any character sheets you need for running these episodes + let player(s) know you used educated guesses to make these episode, you're good

--> (related to above) the same goes for the Serenity RPG book Out in the Black, because a certain episode from it is recommended in this Companion Book; if you want, feel free to check out other Serenity RPG books for more ideas for possible episodes

Jewel from the recording studio in Canada.

Player Characters and Making Your Own Way in Firefly Online

[1] you can have up to five or nine characters run by you in game, but only one crew worth for each player; if you choose to be a crewmember for another crew, you might very well be stuck with just one in game character if there's no other openings for crewmembers on that certain crew

--> Book or a preacher like Book are technically too powerful to fight for you in the game; but, if you switch over to the preacher on your crew just before the shootout or the brawl is over, he, she, or they can deliver the final blow to a enemy in a short AI generated action(but few preachers are likely to be that powerful)

--> other than that, preachers only appear in cutscenes or while your party is healing up; a little animation of Book reading from the bible shows up in the bottom left corner while your party is healing up(and your crew collectively heals up a little faster)

--> you can't technically play as a Companion character in two crews at once; you're automatically transferred to the other crew until a mission allied with that other crew is over(whether it's playing as Inara or not), but the players for both crews get to rack up credits or platinum at the same rate as the player who has the Companion character(or the independent rates on racking up credits or platinum on both crews add up if there's two or more Companion characters)

--> any crewmember or captain can multiclass if leveled up enough(at level 5; the same level as leveled up mid-way through the single player campaign); but aside from there only being one active captain and at least one pilot to pilot the ship, there's no limit to how many crewmembers you can have of a specific kind of class of crewmember

[2] can play as either a Browncoat, or another outlaw(called Graycoats just for simplicity's sake); can be a captain or a crewmember(as crewmember, you're randomly assigned to another player's ship[or you pay more in game credits to assign yourself to another player of your choice])

[3] advice from characters depends on what side you're on(whether in-game NPCs or a different kind of figure)

--> if you're for The Blue Sun Alliance, most of Mal's crew and most other Browncoats gives you the worst advice or insults you for your allegiance

--> if you're for the Browncoats or The Brown Sun Alliance, most of The Blue Sun Alliance tries to give you a runabout or vague answer to stall you with suspicion or just shoots you under suspicion of carrying a loaded gun with the intent to shoot at them

--> if you're a Graycoat, most everyone else will be wary of you or cautious at first until what side you're mostly on becomes clear(or it just stays at being wary of you or cautious if you stay equally for both sides)

[4] in game perspective is tightly character focused; more like a old fashioned 3D action first person shooter game than a typical modern MMO with very dark dark colors and very light light colors(but not to the point of causing seizures or the like)

--> even the ships are more tightly focused with camera angles in space fights; camera zoom out only optional(and likely only useful if there's a fleet of ships coming or on your side)

--> taking out and using guns automatically goes to a first person mode for a character; but can also switch over fairly easily to other characters if you want, even in the middle of a shootout or brawl(in which case the video game AI takes over that particular character in the middle of a shootout)

[5] as a Alliance Commander or crewmember(for either The Blue Sun Alliance or the Brown Sun Alliance), you have a lot of credits already and a lot of military personnel(crewmembers start with eight hundred thousand credits, commanders start with eight million credits); on the other hand, AI ships of outlaws and AI ships from the opposing Alliance are out to get you(even if ships with players onboard aren't) and can wear your crew and your ship(s) down fast unless you know what the hell you're doing

--> most missions are collecting bounties on outlaws or observing planets and moons for suspicious activity; can easily get at least a million for every successful mission

--> while you have a lot of military personnel at your command and sonic rifles, they have weak health bars; they're killed easy and they don't respawn unless you report back to one of the Core Planets(not just any planet)

[6] if you have a Alliance city ship and not a ASREV(or a fleet of ASREVs; for either The Blue Sun Alliance or The Brown Sun Alliance), you have to deal with side quests for the citizens just to keep the Alliance city ship running or it crashes(ranging from a lost pet or a lost child to keeping the peace by stopping a AI run thief or a AI run crew of outlaws sneaking in to try to take over the ship[meant to be tedious and annoying

because of choosing a Alliance city ship]); five to twenty five credits each, unless it's a outlaw or a crew of outlaws(stopping a AI run or player run crew of outlaws counts as collecting bounties)

--> you can only get a Crete Class carrier ship if you pay thirty million credits for it(regardless of if your player character(s) are allied with The Blue Sun Alliance, The Brown Sun Alliance, or neither); not recommended for beginning players(even if you manage to commandeer one)

--> if you have a Crete Class carrier ship, you have to deal with side quests for not only the citizens of the central city section, but also in-game daily maintenance and city section managing costs(a million credits to two million credits overall), constantly repairing and resupplying the whole fleet of smaller ships the Crete Class carrier ships carries; and more sabotage and/or commandeering attempts from everyone that isn't allied with the player character(s)'s crew on the Crete Class carrier ship; a thousand to ten thousand credits for stopping sabotage attempts, unless it's a AI run or player run crew of player character(s)(a million to two million for every collected bounty on a AI run crew of outlaws)

--> but, a Crete Class carrier ship has more firepower collectively from its fleet of ships, and can quickly rescue allies of the Crete Class carrier ship's crew on a planet's or a moon's surface by sending out some Bernard-class Salvage and Rescue vessels(for ten thousand to a million credits for every successful rescue mission, but only limited to one rescue mission per in-game day); can destroy a Tohoku Class city ship twice as fast as two evenly matched Tohoku Class city ships of opposing sides sending gunships out to try to destroy each other

--> the central city section and the citizens docking port together are as big as a Tohoku Class city ship; but stretched across the central section of the Crete Class carrier ship itself with a third of the floors needed for a Tohoku Class city ship

--> if a Alliance city ship or a Crete Class carrier ship run by a player character crashes, then it's game over and everyone on that crew dies in-game(of exposure to space or crashing down on a planet surface)

[7] as a Browncoat or a Graycoat, you start with only five thousand Platinum, a skeleton crew, more limited supplies and ammo, and a much smaller ship; on the other hand, most AI ships of outlaws won't bother you unless you fire at them first(you can even team up with them fairly easy to help them take down Alliance ships of either Alliance and capture Alliance supplies and ammo to trade for more outlaw friendly ones to Graycoats)

--> most missions are a wide range; it can be going after other outlaws, teaming up with other outlaws to pull a job on a planet or in space, or teaming up with a fleet of outlaw ships to take down a Alliance ship(whether it's mostly AI outlaw ships or not; whether the Alliance ship is for The Blue Sun Alliance or for The Brown Sun Alliance)

--> while you have a skeleton crew, you also have a health bar three times as big as a Alliance officer or a Alliance commander is and can last longer in a shootout; you can also take longer to reach destinations and heal between missions fairly easily(but for anything else including medical supplies for serious injuries, stopping at a planet or station to buy what you need would be good)

--> as a Graycoat, you can even be a double agent(like the agent in the pilot Serenity) for the Browncoats, The Blue Sun Alliance, or the Brown Sun Alliance and take down other crews or characters on the opposing side for at least a million credits; complete with a pricey gun and a concealed Cortex Pad(unless a player searches your character for it and so you're found out) you can keep if you have a successful mission

[8] you don't get to play as Reavers or team up with them; because they're always AI run enemies(for obvious reasons)

--> Reaver ships can attack either side(Browncoat, The Blue Sun Alliance, or the Brown Sun Alliance); but they travel in a large pack of Reavers with Reaver ships when up against a Alliance city ship, a Browncoat fleet, or a Alliance fleet

[9] Blue Sun agents, Brown Sun agents, or other high end Alliance Operatives are AI run

--> if you're on The Blue Sun Alliance or the Brown Sun Alliance side though, agents or other high end Alliance Operatives from the Alliance you're on can be optional escorts to missions if your credits are high enough for their services(five to fifteen million credits per mission)

[10] can also play Tall Card(from the show Firefly), regardless of whose side you're on; but only playing for credits or for free(no other items), and only if allied with that crew or character(s)

[11] in a single player campaign, you can play as Mal's crew or as one of the recurring characters in the Firefly TV series instead of a custom crew(but it's not required either); it's also not multiplayer, but it's a fairly simpler and possibly easier way to rank up to five hundred thousand credits by the end of the single player campaign(regardless of who you play as)

--> while The Sting: The Better Days Cut is not included in the single player campaign, the Firefly Online Season 3 Secret Mission Dear Diary... It's the Sting more than makes up for its absence(see under Secret Mission: Dear Diary... It's the Sting for more info)

[12] although, if you rank up to a million credits in game, you unlock the Serenity crew, the recurring characters from the Firefly TV series(newer recurring character(s) from Can't Take the Sky from Us included), and the ship Serenity as playable in multiplayer; just because they're that high level in the Verse

--> if you play as them, your username floats above your version of Mal's crew or recurring character(s) from the Firefly TV series; just to tell the difference between the

AI run Mal's crew and/or recurring character(s) from the Firefly TV series and the player run versions of Mal's crew(with the AI run Mal's crew and/or recurring character(s) from the Firefly TV series having no floating username above them)

--> if you play the single player campaign once with Mal's crew and once with one of the recurring characters in the Firefly TV series, it's a fairly easy way to get the million credits to unlock all the above(but you also can't play a recurring character and Mal's crew at the same time in a single player campaign, and you can't just play as one of Mal's crewmembers separate from Mal's crew and then play as another to in game count as recurring characters[which would kind of be cheating there])

--> also, if you beat a single player campaign and you have Amiibo(s) of the Serenity crew and of recurring characters from the Firefly TV series, you automatically get two hundred fifty thousand credits back in-game and you get to play characters from Mal's crew separately in the multiplayer(even have any of them be captains of their own ships while the others from Mal's crew are retired or off captaining their own ships)

[13] outside of the single player campaign though(and so long as you're not mostly allied with The Blue Sun Alliance), Mal's crew can be a optional ally to missions(AI run) if your credits are high enough for their assistance; could be twenty five thousand credits or higher per mission(depending on how high your credits are)

--> however, if you're on the Browncoat side or The Brown Sun Alliance, there's little to no chance in game they might double cross you(unless you try to kill them in game and then Mal in game thinks you're too far gone to live); they'll even accept five thousand Platinum instead if your ship, your in game character, or most of your in game characters are in bad shape(no questions asked)

--> if you're a Graycoat that's mostly for the Browncoats or for The Brown Sun Alliance, Mal's crew can also then be a optional ally to missions; but there's a fifty fifty chance in game they might double cross you, even if your credits are high enough(and

they won’t just accept five thousand Platinum, even if your ship, your in game character, or most of your in game characters are in bad shape)

[14] whether standard edition of the game or not(I talk about the special edition of the game in the next chapter), you can customize the menu with twenty pre-set designs from control panels and walls of ships seen in the Firefly TV series and fully customize your character(s)

--> social attributes, mental attributes, physical attributes, gender or non-binary(could be they, Mx, or write-in instead of he or she), a optional who he, she, or they is likely to be in a relationship with out of your own crew option, sexuality, intersex or not intersex, android or not a android, character class, character name, long or short hair, and a lot of clothes(from civil war, western, and eastern styles, etc.)

--> The Alliance can use a 3D-neuroimager to detect a baby’s brain of a different gender than the baby’s physical gender; so becoming transgender is easily done through genetically altering the X or XY chromosome by bathing the baby enough times in a DNA vial bath solution mixed with water(takes nine months to a year for a baby to change genders); it can be a background detail, but that’s likely what’s under the background detail(there’s one exception though)

--> (related to above) if a baby who is not born on a Core Planet has a brain of a different gender, the parents may not know while the baby becomes a adult; and the man or woman would find it four times as expensive to bathe in a DNA vial bath solution to change genders(with three times the DNA vial bath solution volume to fully bathe his or her body in, and a bathtub big enough to fully bathe in the DNA vial bath solution)

[15] you can also play as a Companion, a unlicensed Companion(also known in the Verse as a Whore), a Doctor grade Companion, or a Bodyguard grade Companion; but affiliations for The Blue Sun Alliance, The Brown Sun Alliance, Browncoat, or Graycoat still apply here

--> a more typical Companion just has mini-games that can rack up platinum or credits by seeing and making contact with clients “in every sense of the word”; the Companion is invincible in game and can’t be killed or captured(because rarely anyone wants to actually shoot a Companion if it can be helped, The Blue Sun Alliance, The Brown Sun Alliance, Browncoat, or even Reaver), unless a ship is lost and the Companion character gets either captured or allies himself/herself willingly with the victor

--> whereas playing as a Doctor grade Companion or a Bodyguard grade Companion means you get to play as a crewmember and fight with the crew

--> a Bodyguard grade Companion also means you can just take position in front of another player character crewmember to protect them for a turn; it automatically means the player character directly using this special ability helps get the other player character to a safe distance, or knocks him or her down to protect him or her from incoming gunfire or the like; can only do it once in a fight though

--> unlicensed Companions have half the cost of a licensed Companion; but, they rack up credits or platinum at half the rate as a licensed Companion; however, they also can level up 1.5 times faster in experience points than a licensed Companion(and so can somewhat more quickly multiclass than licensed Companions; Brown Sun Alliance affiliated, Blue Sun Alliance affiliated, or not)

[16] you can even choose a pre-made player made Companion(under the special edition of the game) or a pre-made AI run Companion for a escort for your crew to automatically rank up credits if you have high enough credits for his/her assistance in profit(a hundred thousand credits or higher per mission[depending on how high your credit is])

--> pre-made Bodyguard grade Companions and Doctor grade Companions though have triple the cost for his/her assistance(three hundred thousand credits or higher per mission[depending on how high your credits are])

--> if a player with the All Fired Crazy Cortex edition of Firefly Online has made his or her own pre-made Companion, unlicensed Companion, Bodyguard grade Companion, or Doctor grade Companion, the cost for his/her assistance for the first mission for the crew of any other player who gets that pre-made player character also adds that many credits to the in-game credits account of the player who created that pre-made Companion, unlicensed Companion, Bodyguard grade Companion, or Doctor grade Companion(but only for that first mission, because otherwise it'd be too easy to rack up credits or platinum for players who have the All Fired Crazy Cortex edition of the game)

[17] doctors or Doctor grade Companions in a shootout or a brawl can heal crewmembers in close range(at a somewhat fast rate; long as the doctor isn't shot or gets caught in a brawl); but Doctor grade Companions can also disarm enemies of their weapons by grappling them and/or giving the enemy a sedative to knock him or her out

--> however, a doctor like Simon can fight in a shootout or brawl; if the doctor(whether Simon or not) is leveled up enough to multiclass

[18] there's a Reader class available as well

--> a Reader can see what's coming seconds before the AI or another player character acts on something in game(but only at level 5 or higher can the Reader see what's coming from another player character); and the Reader player character stays in the bottom right corner except for cutscenes

--> a Reader can only fight in a shootout or brawl if he, she, or they have leveled up enough to multiclass; but River is 5 levels higher than a typical Reader player character(regardless of any point in time you play as her) and can wipe the floor with a lot of player characters all by herself

--> also, the same in game rules for River goes for any teenage player character from The Academy

--> but, you can only create a new teenage player character from The Academy if everyone in your crew is at least level 5; and a player character from The Academy has to

have the same in-game mental vulnerabilities as River(sonic waves, other really loud sounds, or a Blue Sun Alliance broadcast subliminal message attack on Cortex screens of a ship or from a planted Alliance dedicated Source Box from a Alliance Operative)

--> there is a limit for how many teenage player characters from The Academy can be on your crew(two at most(including River)

--> in-game though, there's a all too logical explanation for finding more teenage player characters from The Academy after Miranda; plenty were left behind in cryogenic chambers by Alliance Intelligence or Blue Sun years ago in several bases of Blue Sun Alliance Intelligence, because they were from the first generation of The Academy's students(test subjects and "rejects" left comatose by The Academy's cruel experiments on them[a player character's crew's doctor can wake them up from cryogenic sleep and give them a second chance at life])

--> clues from Firefly Online interviews point to Alan Tudyk voicing a "very dark" character in addition to Wash, which could very well means voicing a teenage player character from The Academy that was almost rejected from practicing medicine in The Academy itself; but this is speculation on my part

[19] probably shouldn't reinvent the wheel for in game relationships, so the relationship game mechanics from Mass Effect 2 would work wonders here as the main in game mechanics for relationships in Firefly Online; also, game mechanics are harder to copyright; so 50/50 chance of having to pay royalties[but Firefly Online would likely still at least make millions, with or without having to pay those royalties])

--> however, there would be several notable changes to better reflect the Firefly TV show(see below for more info)

--> the Guild laws for Companions having a lover(s) from Can't Take the Sky From Us

--> all romance and sexual interactions can lead to intimate cutscenes if lover points and/or sexual points get high enough(more akin to Mass Effect 1 in game

mechanics than Mass Effect 2, but much more flexible within reason as well); you can get in game achievements to keep, but the lover points and sexual points between everyone on the crew reset after a day of in game gaming(regardless of how many missions you complete)

--> the options for a player character to have two lovers or a open relationship(like Mal or Jayne from Can't Take the Sky From Us)

--> having two lovers in game stays at the challenge stage while being at the lover stage; ultimately you have to interact with them equally for anything between missions, or one of them will give you trouble

--> that trouble would depend on the kind of character that AI run character or player character is; but it could very well escalate into being dumped if the player character being given trouble is killed as a result, or fails to pass the trouble challenge to stay in the relationship with the player character giving out the trouble

--> having two lovers in game in turn, even on a good day, can significantly slow your healing rate between missions because of stamina; it's highly recommended playing as captain for this option, because a player would fairly likely play as captain more than the other player characters in a crew anyway

--> having a open relationship in game keeps just sexual relationships with others open ended, but romance is otherwise treated as having and staying true to one love(like in Mass Effect 2); with the in game rules for having two lovers applied for other sexual relationships(but with a somewhat lower difficulty level for them), and only with other characters that are open to just sexual(including but not limited to Companions)

--> however, if the character that is in a open relationship with a player character is also open to just sexual with other characters, that ironically does open up another in game option; threesomes

--> the same in game rules apply for threesomes, but it doubles the sexual points(both positively and negatively)

--> at the end of a Firefly Online season, you have the option to marry a lover for a player character if they're still that player character's lover by then(but, because Brown Sun Alliance or Blue Sun Alliance laws can be a pain, it's limited to only one lover per player character); in which case, it plays out as a wedding cutscene and with a intimate cutscene in a bedroom as well(but if that player character has two lovers, a intimate cutscene with all three of them plays)

--> for customizable player characters, players can set AI run settings for which kind of pre-set intimate cutscene, open or not open to open relationship, open or not open to having two lovers, open or not open to being in love with yourself, and which kind of pre-set intimate table of raking up lover points and/or sexual points to have

--> pre-set intimate cutscenes and pre-set intimate tables are of Mal's crew and recurring characters; and they only show up in settings as names over solid rustic gray boxes(because much less spoilers and much less boring that way)

[20] no duplicates of the same player character for the same crew allowed; therefore, two identical player characters for the same player can't be lovers

--> yet, if a player character and a AI run character(on a different crew or not on a crew) are identical, or if a player character and a player character on a different crew are the same... That can be a very weird exception; they can be lovers(depending on the kind of character they both are of course)

--> Mal, Saffron, Nandi, and Kaylee would be open to being lovers with themselves(and watch the crazy hate mail soar for a very weird game mechanic thing... Or, maybe you shouldn't)

--> if a player character presents any one of the rest of Mal's crew with the same question, they would just look at the player character like he, she, or they is crazy, just laugh it off, and not interact with him or her unless the player character changes the subject when trying to talk to them again

[21] if a player character is biologically family with a different character, they automatically in game are not allowed to be lovers(there would be huge backlash from a ton of parents if there's incest put in; enough said)

[22] if a crewmember or captain player character drinks enough to get drunk(three or four rounds of alcohol[depending on player character mental power and/or body build]), the screen gets darker and a little bit foggy

--> if a drunk crewmember or captain drinks another drink, he, she, or they blacks out; and it might be a game over if left defenseless in the middle of a shootout or brawl

--> if a drunk crewmember or captain doesn't drink another drink, her or she can continue actions in game; with somewhat lower mental attributes, slightly lower social attributes, and slightly higher physical attributes(the only two exceptions are River or another teenage player character from The Academy; they get slightly higher mental attributes, slightly higher mental attributes, and slightly lower physical attributes, because of being more aware of what's real and what isn't except for physical distance)

--> if a drunk crewmember or captain lives through a mission, healing between missions automatically gets rid of his or her drunken state

[23] in game getting captured by Reavers just means your in game character "is lost to Reavers"(reported by Browncoats, The Blue Sun Alliance, or The Brown Sun Alliance, depending on your in game character's allegiance) and you have one last chance to escape the Reaver ship in game as its own game level

--> if your in game character(s) are taken out by Reavers on that last chance, that means your in game character(s) "loses what's left of their humanity", the rest of the game screen gets censored, and it's game over

--> if you take out all the Reavers on that one last chance though, you get a Reaver ship to thoroughly clean up, disassemble, and trade the cleverly disguised ship parts to pass them off as what's left of a Blue Sun Alliance ship, a Brown Sun Alliance ship, or several Browncoat ships worth of salvage for more credits(because otherwise it's not

good business at all to trade Reaver ship parts; but you get to choose what alliance of ship(s) to pass them off as)

--> any in-game character allying with Reavers means that character “loses all humanity”, the rest of the game screen gets censored, and it’s game over

[24] if your crew dies or your only in game character dies in a multiplayer Firefly Online mission, you can choose to get a in game burial for your side(Browncoat, The Blue Sun Alliance, or The Brown Sun Alliance) and have to get new character(s), or get a in-game coma state for your character(s) and come out of it several days later(in and out of game) if you want to keep playing with those character(s)

--> (in a single player campaign) if you die with playing as Mal’s crew or one of the recurring characters from the Firefly TV series, you automatically get a in game burial very similar to the end of the Serenity movie, get a game over, and have to start all over again

--> (more for in multiplayer) if you choose to get a in-game coma state for your character(s), you’re rescued by one of two allies that will at least revive your crew’s captain in time and you wake up in a Infirmary or in a spare bed of said ally; for example, Mal and his crew or a certain Brown Sun Alliance captain can at least rescue your crew’s captain in time if your player character(s) are Brown Sun Alliance affiliated(but for a in-game coma state, Mal and his crew can’t rescue another Mal and his crew because of the time paradox this would cause)

--> (in multiplayer; scrapped) if you die with playing as Mal’s crew or one of the recurring characters from the Firefly TV series, you automatically get a in game burial very similar to the end of the Serenity movie, get a little cutscene of River dreaming the mission going that way with a snapshot of it in a thought bubble over River’s head, and you have to start the mission all over again as though it’s your first time(aka starting over the mission without actually dying)

[25] if you're playing in multiplayer and you're playing as Mal's crew, cutscenes are done with cutting to nine different camera angles and/or color tints(so that even if there's more than one player playing as Mal's crew, it gives the sense they're all possibilities of the same crew playing out all at once and none are better or worse than the other[and not having all the players playing as Mal's crew secretly turn out to be androids, because that would be really convoluted and stupid])

--> if you're playing in multiplayer and you're playing as one or more recurring characters from the Firefly TV series, same as above

--> regardless of who you're playing as; depending on your choices, cutscenes go slightly or moderately differently accordingly

[26] this blueprint for Firefly Online is free, so hypothetically no out of game money aside from what you already paid for to get the game; 25 bucks for a standard copy of the game(but no loot boxes for out of game money for this game), and 50 bucks for a certain special edition of the game(for this edition? Still no loot boxes for out of game money)

Making Your Own Planets and More Whacky Fun to Find in Firefly Online

[1] the All Fired Crazy Cortex edition of the game(aka the special edition); here's what it comes with

--> a added feature of being able to make a fully customizable AI run Companion and store his/her contact in the Cortex(for other players to get[can even include unlicensed Companions(also known in the Verse as Whores), Bodyguard grade Companions and Doctor grade Companions])

--> a game mode of creating your own extension of the known Verse called SpinVersing complete with easy to use NPCs, map design, and mission level design(entire planets and moons included)

--> but for the SpinVersing mode, there's some gray canister like beacons around your corner of the known Verse that says across it "Sunner may be a Mooner: Enter with Caution if You Want to Go Back to the known Verse in one piece"

--> a DVD copy of the Firefly documentary Done the Impossible

--> Amiibo figures with posable action figure joints for all the main cast and recurring characters from the series and a Serenity logo Amiibo pad to go with it; but almost no extra bonuses in game other than you can have another way to port and save game data(can still only save after missions, not in the middle of one); and you can get optional advice from the character as you play(complete with the original voice and a moving character in a little screen in the top left corner of the screen that no one else but you can see)

--> a added feature of being able to have a easy to use fully customizable menu; allowing for more artistic and crazy designs with a built in paint program

--> a game mode to put a extra spin on the frontier gambling called SpinCrackShot; you can have slightly foggy almost dream like character cage match dogfights, shootout matches, and meat raffles with your characters vs. characters in Mal's crew, recurring characters, a character from Mal's crew or a recurring character vs. the same one, any of the other characters with guns Mal's crew have come across before from the Firefly TV series(even from The Alliance), or vs. a android version of a non-

android character(that's moderately harder to beat with the upgrades and downgrades of a android character) without dying or being taken in by The Alliance(but you don't get Platinum or credits for it; just for fun[more like a Firefly fighting game "on crack"])

--> but you get to have a boxing match styled poster to show off on your ship for every character you defeat in SpinCrackShot(which in turn can slightly affect characters's view of your crew in game and optional advice from Amiibo figure(s) character(s) you have as you play); showing off the posters limited to five posters at a time, but you keep all the posters you win in a inventory

[2] frontier gambling at most bars playing with in-game Platinum or credits(regardless of what side you're on)

--> but, you can also gamble with Cortex Cards instead of in-game Platinum or credits with the same stakes as Alliance lootstuff; basically done up with a almost identical system from the Firefly Online Cortex Cards video from the official Firefly Online youtube account, but in a holo-table casino setting instead(with the trading post only digital, and Alliance run casinos calling it "the House" instead[but gambling with Cortex Cards is also regardless of what side you're on])

--> standard Cortex Cards are each fifty percent the cost of a AI run Alliance lootstuff box, while Gold Cortex Cards are each seventy five percent the cost of a AI run Alliance lootstuff box(any rare Cortex Cards though are free and just promotional pre-release and release stuff[they don't actually affect gameplay])

--> but Cortex Cards and even Gold Cortex Cards can be discovered for free throughout mission(s) gameplay by stealing them off of richer player characters or AI run characters that currently have Cortex Cards and/or Gold Cortex Cards in their inventory(from a heist mission, taking down a city ship, and so on)

[3] instead of Brownie Points for in-game currency(like the original Firefly Online had in mind), they're extra credit points you can get for the end of each mission; 2-4 Brownie Points for each big damn hero moment in a mission(if even at least one player character you play as has a big damn hero moment, it qualifies)

--> there's options given for Brownie Points at the end of each mission, but can only choose one at the end of each mission

-{1}- can give a player character reserve hit points to save for the next mission; in the next mission for the first time this player character is shot or punched(if it happens, that is), then the reserve hit points are added in(and only once for that whole mission)

--> if 5 Brownie Points or higher saved up for this option, round up to 10 reserve hit points

-{2}- can get 1-5 random Cortex Card(s)

--> if 5 Brownie Points saved up for Cortex Cards, that's a hand of five Cortex Cards; for Cortex Cards you can get under this option at the end of a mission, this is the maximum limit

-{3}- 1-5 extra lover points

--> if 5 Brownie Points saved up for this option, that's 5 extra lover points; for a player character picking this option at the end of a mission, this is the maximum limit

--> if higher than five Brownie Points saved up for this option, can extend the extra lover points to the lover(s) of that player character(divvying them up evenly between the player character and the lover(s) of the player character)

[4] if you're on a Alliance side(whether The Blue Sun Alliance or the Brown Sun Alliance), then you can customize and set up in game AI run Alliance lootstuff with credits inside to gamble with at the Core Planets and Border Planets(aka The Alliance kind of loot boxes); most of them actually have nothing but a custom message on parchment paper inside with "sucks to be you" or something like that, but twenty five to seventy five percent chance of getting at least six million credits or as high as you want(or even as much in game things from your inventory as you want, so long as it's not your ship because that wouldn't fit in a box anyway)

--> mostly played by rich folk with too much time on their hands, but outlaws with too much credits to burn might be tempted

[5] if you're on the Browncoat side or play with at least one character that's a Graycoat, then you can get underground contacts to secret night gatherings for "the kinds of gambling that aren't approved by The Alliance"

--> Russian Roulette, shootout matches, character cage fight dogfights(human and android), meat raffles(but the gore mostly censored to keep Teen rating), robot cage

matches(with cobbled together scrap metal and/or Alliance robot parts[more like a robot rumble]), and robot races and android races

--> Russian Roulette, character cage fight dogfights, shootout matches, meat raffles, and android races only ones characters can be in; but any of the above can get more credits if you win(and lose a lot of credits if you lose)

[6] if you're on the Browncoat side or play with at least one character that's a Graycoat, you can also play the prequel episode Crappy Town Where You're a Hero and the chance to earn a statue of your main crew's captain

--> getting this statue either gives your main crew higher favor with the Browncoats and/or Brown Sun Alliance, or gives your main crew a arsenal of extra Browncoat weapons to keep or sell; if you have high favor with the Browncoats before getting the statue, this second option is automatically selected

--> [for playing the prequel episode Crappy Town Where You're a Hero]

choose a Rim planet or Border planet, choose a Browncoat affiliated player character you play as, and then be part of a workers uprising on said planet against a big boss(whether this boss is Alliance affiliated or non-Alliance affiliated); because a prequel episode, temporarily for this episode only playing at starting level for said player character(that player character returns with same stats and stuff prior to playing the prequel mission)

Single Player Campaigns for the Serenity Crew and More

1) [from Firefly Boom! Comics; episodes to fit in single player campaign(s) instead of Season 4 of Firefly Online]

(<1>) a Firefly, season 2 single player campaign episode for Zoe or Mal called Badgering for A Little War(set between the episode Blue Suns and Townsfolk and the episode Not So Set in DNA)

--> (related to above[1]) where the Serenity crew, including Mal, picks up on the Cortex a general call for help from townsfolk on Whitefall against Mal(only Mal is really himself on Serenity); and it turns out to be a trap by Atherton Wing, Badger, and Alliance Intelligence(also Blue Sun)

--> (related to above[2]) with Atherton desperate for revenge against Mal, Alliance Intelligence creepily gives him that chance by surgically altering his head to look exactly like Mal(but Atherton knew the risks and went for it anyway); knocking out Atherton leads to him eventually going back to Alliance Intelligence to recover, but Atherton grows to hate his own face so much(that still looks like Mal's and can't be changed back) that he commits suicide before Alliance Intelligence can stop him; killing Atherton leads to slightly heightened favor with The Guild(in retrospect to the episode Shindig)

--> (related to above[3]) Badger, meanwhile, was promised by Blue Sun that if he helped them out with this job, he would get a android version of Mal to keep for himself; which for the old Badger, prior to the episode Hands of Blue, would be a offer he couldn't resist, because of how much he thinks himself to be above and better than Mal(getting the real Mal out of the way on top of that would be a win-win for the old Badger); but, Badger either has his death faked by Alliance Intelligence or he finds a way to escape with help from Alliance Intelligence to get to fight another day(even though Badger's next appearance is the episode Hands of Blue, when Badger by the end has, however slightly, changed for the better)

--> (related to above[4]) Patience, ironically, is a ally in this episode for the Serenity crew; because Blue Sun wants to expand territory on Whitefall by taking Patience's land away from her(and Patience would see that as something to fight against at any cost); depending on the player's actions, Patience either dies before a Hand of Blue or lives on without having to face a Hand of Blue(but if Patience dies before a Hand of Blue, the Serenity crew has to make a getaway first[and so the Serenity crew still doesn't see the Hands of Blue until the episode Hands of Blue])

(<2>) a Firefly, season 2 single player campaign episode for Wash or Zoe called How We Soar Over This Land(set between the episode Havens of Two Roads and the episode A Mixed Blessing On Us All)

--> (related to above[1]) the Firefly Boom! Comics comic How I Soar, where it's Wash's grandfather's final moments in life instead of Wash's, and Wash and Zoe are there to comfort him in his dying days

--> (related to above[2]) Wash's grandfather, Hoban H. Senior, the only other surviving member of Wash's family from Deadwood, was inspired greatly by Wash's example(even as far back in time as Wash piloting off of Deadwood in time) to become a mechanic; but, more recently, the ship Hoban H. Senior is working on(as part of a ship's crew) is forced to crash land on a Border planet with a Reaver ship chasing after them

--> (related to above[3]) meanwhile, there's still that hunting party of Reavers coming after the only three survivors from the crashed ship(Hoban H. Senior included among the survivors); the Serenity crew of course caught the distress call from Hoban H. Senior's crew, and came to help protect Hoban H. Senior and the other two survivors from the Reavers

--> (related to above[4]) Hoban H. Senior, has a near fatal head wound in the crash; leading to him going into a coma, dreaming of everything that happens in How I Soar as though he was born as a brother to Wash(and they're the same age)

--> (related to above[5]) Zoe somberly realizes that Hoban H. Senior is going to die from his head wound; and, Zoe points out to Wash that it's better in the long run to help Hoban H. Senior, in his comatose state, believe he helped Wash become the man he's become so that Hoban H. Senior can at least die happy(which Wash very reluctantly agrees to do)

--> (related to above[6]) Wash is in the long run happy that he had listened to Zoe on this, because he was able to help Hoban H. Senior find peace in his final moments(and in turn, so has Wash found some peace)

2) a episode for Mal's or Zoe's Firefly Online single player campaign titled Shadow Signals Gone Haywire(set between High Blue Noon and A Dying Wish), which has a branching off path for Mal and a branching off path for Zoe that could turn this episode into a final episode for Mal's or Zoe's Firefly Online single player campaign(depending on what the player playing as Mal or Zoe chooses to do); while the second possible final episode for Mal's or Zoe's single player campaign is the third and last part of the Serenity movie

--> (related to above[1]) in the episode Shadow Signals Gone Haywire, it turns out Mr. Universe made two different love-bots for different reasons(not just Lenore); Blue Sun wanted a prototype love-bot to speed up their production schedule for building love-bots en mass to rich folk across the Verse, and they offered five million credits to Mr. Universe to make them that prototype love-bot(Mr. Universe named her Lexi); but, Mr. Universe still built his love-bot Lenore for himself(wasn't Blue Sun's idea, nor did they even find out about her then; this is also set at least three weeks or so before Lenore and Mr. Universe had their wedding ceremony)

--> (related to above[2]) Lexi had android parts resembling Zoe and Inara; she had Inara's hair, Zoe's face, Zoe's body, Inara's nails, and Inara's kind of dress fused with more light blue and dark purple colors; she also had a personality like Zoe's and Inara's

--> (related to above[3]) in the wake of the fallout of the Dust Devils's failed attempt to overthrow The Alliance from the 2-parter episode Better Days, Mr. Universe gathered all the tactical data about it that he can from across the Verse and hid it away from most everyone else in the Verse before they could find it(wanting to save it all to ask Zoe herself what he should do with the data, because Mr. Universe really likes both Zoe and Wash)

--> (related to above[4]) after the episode Deck the Halls of Dōngjì, Zoe, Wash, and the rest of the Serenity crew appreciated the thought; but Zoe herself insisted it be destroyed, Wash and everyone else on the Serenity crew agreed with her, and Mr. Universe and Lenore reluctantly agreed(tempted to try to help overthrow The Alliance themselves); but Lexi pretended to be keeping to herself(and never said to Mr. Universe or to Lenore if she agreed or disagreed with destroying most all of the tactical data around the Dust Devils)

--> (related to above[5]) Lexi was creepily good at lying(even to Lenore and Mr. Universe), and only pretended to be so uninterested in the bigger picture of the Verse because she wanted to discover why she was created for herself(not trusting anyone to just tell her); when she discovered she was created to be given away to Blue Sun and all of the things the Serenity crew discovered about Blue Sun, she wasn't sure who to hate more(Mr. Universe, the Serenity crew, or Blue Sun)

--> (related to above[6]) through Mr. Universe's own computer systems, Lexi secretly created a backup copy of the tactical data Mr. Universe had collected on the Dust Devils before the original copy was deleted; and Lexi transferred the backup copy directly to her memory processors

--> (related to above[7]) Lexi faked a series of her own technical errors to buy herself some time to plan her next move while giving Mr. Universe a easy excuse to not have to give her over to Blue Sun to test her out; Lexi deep down hoped it would change Mr. Universe's mind

--> (related to above[8]) Mr. Universe almost changed his mind about sending Lexi to Blue Sun; but, Blue Sun still wanted their own people to test Lexi or there'd be no five million credits for Mr. Universe for the job

--> (related to above[9]) Lenore goes to check on Lexi out of concern for her, but Lexi insists the tears from her tear ducts are nothing but a technical error that she's "hoping will be the last of several"; Mr. Universe is quick to believe Lexi(because Mr.

Universe is not always so smart), but Lenore, knowing better, secretly sends a wave to Serenity to ask for help from the Serenity crew(under the guise of "most of us just happened to be passing by, and we though it'd be nice to come by and visit Mr. Universe's girlfriend Lenore and Mr. Universe himself in person for a change")

--> (related to above[10]) after the Serenity crew spends a nice day with Lenore and Mr. Universe, Zoe and Mal's plan to find out what's going on with Lexi really begins; Zoe or Mal stay behind on Mister Universe's moon in secret that night while the rest of the Serenity crew heads to sleep on Serenity(which is still docked on Mr. Universe's moon), and it largely depends on if the player is playing as Mal or Zoe

--> (related to above[11]) Lenore meets up with Mal or Zoe, and they start to head for Lexi's room to investigate; they're assuming Lexi turned herself off for the night to recharge directly from Mr. Universe's computers with her own wires(just like she and Lenore usually do at night)

--> (related to above[12]) meanwhile, Lexi has used Mr. Universe's computer systems to detect where Lenore is(beginning to notice between the lines that Lenore is hiding something from her); and she finds Mal's or Zoe's life signs on Mr. Universe's moon near Lenore

--> (related to above[13) earlier that same night, Lexi 3D prints for herself one of Zoe's rifles custom made for the Dust Devils as a precaution(from the backup tactical data Lexi has kept on the Dust Devils); and Lexi is armed and ready with the rifle by the time Lenore arrives with Mal or Zoe

--> (related to above[14]) Lexi coldly questions what they're doing, but Mal or Zoe are quick to coldly ask her the same thing; and, knowing this is getting nowhere, Lexi fires kind of a warning shot at Mal or Zoe(aiming a armor piercing shell for one of their legs to critically injure him or her to either "get him to listen" or "get her to listen")

--> (related to above[15]) a short cutscene follows with Mal and Zoe barely jump diving out of the way in time, leaving a crater in the floor of Lexi's room from the armor

piercing shell fired; right after that, control is given back to the player's player character; a layer of moon minerals is in the crater; and Lenore is left physically greatly stunned by the fallout and has to take some time to reboot herself before coming back online

--> (related to above[16]) if Mal or Zoe put his or her hands up and say he, she, or they is ready to hear Lexi out now, Lexi will be pleased enough to tell Mal or Zoe everything; including that she ultimately plans to end Blue Sun along with The Alliance by finishing what Zoe started(by first securing the ruins of the planet Shadow as a drop spot for hundreds of 3D printed copies of Zoe's Dust Devils rifles)

--> (related to above[17]) if Mal or Zoe just put his or her hands up, Lexi tries to take Mal or Zoe hostage instead to force the whole Serenity crew including him or her to listen to her(because still too suspicious to trust you)

--> (related to above[18]) if Mal or Zoe fight back right away, he, she, or they is left with no choice but to destroy Lexi(with Lenore having to duck for cover in the crater to stay out of the way of incoming fire from the shootout)

--> (related to above[19]) if Lexi tries to take Mal or Zoe hostage, Lenore sneak attack grapples Lexi to get her to drop the rifle; Lexi angrily throws Lenore off of her, buying Mal or Zoe some time to fight Lexi; but, Mal or Zoe can either destroy Lexi or just leave her unconscious(whether he, she, or they pick up Lexi's rifle or not)

--> (related to above[21]) if Mal or Zoe have heard Lexi's story, he or she can fight back, lie to Lexi, or join her(at least Jayne, Mal, Zoe, River, Lenore, and Mr. Universe would soon all know, whether in secret from the others on the Serenity crew or not)

--> (related to above[22]) Mal or Zoe can lie to Lexi about going along with her plan and then convince her that the best way to infiltrate Blue Sun is to go to them as originally planned(but with Lexi faking being disinterested in the bigger picture in the Verse to spy on Blue Sun and plot their end) so that Lexi stands down and turns herself off(kind of leaving her at peace, even though Mal or Zoe don't see Lexi by herself being successful for long with that infiltration plan); Mr. Universe still gets his five million

credits from Blue Sun, but Lexi gets destroyed by the Hands of Gray when they catch her spying on Blue Sun(with Mr. Universe, Lenore, and the Serenity crew mourning for Lexi; nothing in secret here among the Serenity crew)

--> (related to above[23]) if Mal or Zoe fight Lexi after hearing out Lexi's story because "it ain't war unless they're shooting at you", Mal or Zoe can either destroy Lexi or just leave her unconscious(with Lenore's help; but Lexi keeps a eye on Lenore as well, and so can't sneak attack grapple Lexi)

--> (related to above[24]) if Mal or Zoe start to go along with Lexi's plan, Mal or Zoe give one condition to Lexi on her plan(that it's to be saved for when Mal or Zoe are starting to be at war with The Alliance and not before), Lexi thinks about it a little, Lexi soon agrees, and Mal or Zoe also suggests the Blue Sun infiltration plan for real

--> (related to above[25]) if Mal or Zoe destroys Lexi, the backup copy of the tactical data is destroyed along with her(because Lexi never planned for that outcome), Mal or Zoe gets to keep the 3D printed copy of Zoe's Dust Devils rifle, and Mr. Universe begrudgingly lets the offer of five million credits from Blue Sun go in the wake of Mal or Zoe having to destroy Lexi(with Mr. Universe assuming Lexi would try to attack him next if it wasn't for Mal or Zoe, he is thankful to Mal or Zoe for protecting him); if Mal or Zoe leave Lexi unconscious, both Mal and Zoe can talk to Mr. Universe and Lenore in the morning(just the four of them) about what to do next(but it's not long before Lexi wakes up again, leaving Mal and Zoe once again with the choice of destroying Lexi, lying to her, or joining her[only with Mr. Universe and Lenore present too to talk to some more])

--> (related to above[26]) if Mal or Zoe ultimately decides to join Lexi in her plan, this path turns the episode into a final episode for Mal's or Zoe's single player campaign; in a few days, Mal or Zoe sneaks into a Blue Sun facility and takes out some guards for a security room at a Blue Sun facility to help Lexi spy on Blue Sun; Mal or Zoe is dropped

off by Blue Sun's doorstep, while Zoe becomes acting captain on Serenity or Mal stays as captain on Serenity during this last part of the episode

--> (related to above[27]) whether Mal or Zoe helps Lexi spy on Blue Sun, Mr. Universe is quite happy and thankful with Mal or Zoe protecting Lexi(now that Mr. Universe knows what the real Lexi is like); Mr. Universe, as a big thank you to Mal or Zoe, lets Lenore temporarily join the Serenity crew in place of Mal or Zoe(depending on who is helping Lexi spy on Blue Sun), and Lenore is happy enough to do it for them

--> (related to above[28]) if Mal goes to help Lexi spy on Blue Sun while Zoe becomes acting captain on Serenity, Lenore instead of Mal makes the difficult decision on Beylix in the episode A Dying Wish(with the episode A Dying Wish and the episode Kaylee, Get Your Priestess not changing much in the wake of that); either way, Mal and Zoe meet up again on Serenity in the episode The Box Show(but only River in that single player campaign episode is playable anyway[and for reasons to be explained, the Serenity movie plays out somewhat differently as cutscenes instead of playable missions])

--> (related to above[29]) Lexi goes on ahead with hiding hundreds of 3D printed copies of Zoe's Dust Devils rifles on the ruins of Shadow, Blue Sun is mostly left out of action for now by a wave buzzing job by Lexi, Lexi escapes from Blue Sun thanks to Mal's or Zoe's help(it's soon after this that Mal and Zoe meet again on Serenity), and the Operative from the Serenity movie is informed by the Hands of Gray to go after Lexi as well

--> (related to above[30]) Lexi goes back to Mr. Universe not long before the Serenity movie starts(with Lexi hoping to protect Mr. Universe and Lenore from at least one Operative The Alliance will send to attack Mr. Universe with, knowing he'll be blamed for Lexi spying on Blue Sun), but Lexi warns Mal or Zoe that a Operative is coming after her and Mr. Universe soon before she goes; and soon before Lexi goes, Mal or Zoe suggests that Mr. Universe should think of modding Lexi and/or Lenore to put out

a secret distress signal if Mr. Universe needs the Serenity crew's help to save him, Lexi herself, and Lenore

--> (related to above[31]) in light of knowing Mr. Universe is a Alliance target now, Zoe and Wash warn Inara's and Book's spy network ahead of time that the Hands of Gray and at least one Operative are likely coming for them soon; and Inara, Book, and the rest of their spy network leave Haven to hide on ships around the ruins of Shadow(with no other good option left to hide all of them soon)

--> (related to above[32]) everything up to the point of visiting Haven still happens on the Serenity movie; the Serenity crew takes refuge around the ruins of Shadow instead of Haven, the Serenity crew before arriving at Shadow warns everyone that gave them shelter to get out soon, and Lenore and Lexi have both been modified to send out the secret of Miranda to the Cortex in case Mr. Universe is killed(as a precaution by Mr. Universe, inspired by Mal's or Zoe's suggestion)

--> (related to above[33]) with nearly all of the Serenity crew's biggest allies out of The Alliance's grasp, the Operative quickly becomes frustrated; all of the Hands of Gray and the Hands of Blue accompany the Operative in a desperate act to stop the Serenity crew, Inara's and Book's spy network, and Mr. Universe from revealing the secret of Miranda(while the Hands of Gray are hoping to kill the Serenity crew and all of their biggest allies "for the good of The Alliance")

--> (related to above[34]) The Operative and the Hands of Gray attack Mr. Universe's moon first; Lenore and Lex use two of Zoe's Dust Devil rifles to kill some of the Hands of Gray in the shootout, but the Operative kills Mr. Universe and takes over Mr. Universe's moon to pinpoint where the Serenity crew has gone(to the ruins of Shadow)

--> (related to above[35]) Lexi and Lenore escape in a shuttle and head for Reaver space(knowing Reavers have a urge for eating human flesh and not androids), the Operative soon broadcasts his message to Serenity warning them there's nowhere to go,

and Inara and Book prepare to lead their spy network in war against The Alliance around the ruins of Shadow(with Zoe and Mal giving the okay for Lexi's plan, and hundreds in and out of Inara's and Book's spy network armed with Zoe's Dust Devils rifles)

--> (related to above[36]) the Serenity crew is preparing to fight The Alliance too, when they get a wave from Lexi and Lenore calling for help to get off Miranda as soon as possible; because in Reaver space, most Reaver ships would chase Lexi and Lenore's shuttle down for fun if they tried to escape(and their shuttle would be quickly destroyed along with Lexi and Lenore)

--> (related to above[37]) the Serenity crew starts to head for Miranda under Mal's order, in spite of not having much of a plan yet; but, after some talking with Lexi and Lenore over the Cortex, Mal gets a better idea to help both of them survive; with Lexi and Lenore on Miranda already, the Serenity crew with their help could fight their way past any Reavers they come across, find out the secret of Miranda, and broadcast it from Lexi and/or Lenore

--> (related to above[38]) Serenity is attacked by many Reaver ships, but Wash still manages to crash land Serenity on Miranda; Wash gets killed by a Reaver, Serenity is wrecked beyond repair on Miranda, and Lexi and Lenore get to the rest of the Serenity crew in time to help them escape from a Reaver party

--> (related to above[39]) meanwhile, hundreds in and out of Inara's and Book's spy network are at war with the Operative's fleet; Book and Inara get in EV suits and a shuttle to infiltrate the Operative's lead ship, Inara takes out some Alliance military officers on the Operative's lead ship's bridge, and Book fights against the Operative himself to try to end this war all the quicker

--> (related to above[40]) despite Book fighting as hard as he can, he dies at the hands of the Operative; a shaken Inara barely escapes in a Alliance escape pod, but the Operative follows her in another escape pod

--> (related to above[41]) meanwhile, Lexi, Lenore, and the Serenity crew are successful at fighting off the Reavers for now and finding out the secret of Miranda; and, after Kaylee's help in reworking some of Miranda's old Cortex screens, the Serenity crew gets a strong enough Cortex signal for Lenore to broadcast the secret of Miranda across the Verse

--> (related to above[42]) Inara checks the Cortex for any waves from the Serenity crew, and finds the broadcast of the secret of Miranda instead(leaving Inara for more than one reason in tears); the Operative gets into Inara's escape pod soon, the Operative starts to delicately question Inara(knowing it's the only way he can get information out of Inara), Inara starts to slowly but surely stop crying, and Inara then points out to the Operative that The Alliance won't take kindly to him failing in his task to keep the secret of Miranda from getting out(leaving the Operative himself fairly shaken and unsure of what to do now)

--> (related to above[43]) back on Miranda, several Reaver ships that chased after Serenity have landed on Miranda to attack the Serenity crew; even Lexi and Lenore are beginning to get overwhelmed by the sheer number of Reaver parties coming after them and the Serenity crew; fortunately, that's when River gets over her fear of Reavers to help kill the rest of the Reavers and help save Simon(this part pretty much like the Serenity movie, except Mal is there too)

--> (related to above[44]) back at the ruins of Shadow, over seventy people on both sides of the war have died; Inara finally convinces the Operative to stand down, and the Operative calls his forces to retreat and regroup

--> (related to above[45]) but, the Hands of Gray have taken over the Operative's lead ship, killed everyone else on the lead ship, and claimed the Operative was shot and killed by Book's and Inara's spy network so they could take over the fleet; leaving it up to Inara and the Operative to stop them

--> (related to above[46]) Inara and the Operative, with help from some allies in and out of Book's and Inara's spy network, retake the Operative's lead ship

--> (related to above[47]) but, by then, most of the Operative's fleet's ships are already ghost ships from all the holes riddled in their ships's hulls from Zoe's Dust Devils rifles(most of the Operative's fleet died from suffocation); there's only a handful of ships on both sides left with hundreds dead, but Inara and the Operative head to Miranda to find and check on the Serenity crew

--> (related to above[48]) the Serenity crew is beginning to get really physically tired from fighting Reavers so long on Miranda, and Lexi and Lenore can't hold off all the Reavers from closing in for long; but, Inara and the Operative come to the rescue before the Serenity crew can get killed or eaten by Reavers

--> (related to above[49]) just after bringing back the Serenity crew to the Operative's ship's Infirmary, Inara and the Operative find out Lexi and Lenore were kidnapped outside the ship like clockwork by two mystery figures on Miranda; the mystery figures took Lexi and Lenore's shuttle and crammed themselves inside along with the two of them; as a precursor to Firefly Online, Season 1(with three to five androids disappearing every week from early season to mid-season; same organization that's responsible)

--> (related to above[50]) Inara and the Operative tried to track down the missing shuttle, but were unsuccessful; after the Serenity crew wakes up in the Operative's Infirmary, Inara tells them everything she knows

--> (related to above[51]) the mystery figures very likely have scared off Reavers from coming near the Operative's ship, making it all too easy for a clear path for Inara, the rest of the Serenity crew, and the Operative to escape from Reaver space with the Operative's ship; and everything else plays out like the Serenity movie

--> (related to above[52]) if you play through to both endings in Mal's and/or Zoe's single player campaign episode Shadow Signals Gone Haywire, you can pick

which of these two paths Mal and/or Zoe stays on into Firefly Online, Season 1 and beyond by checking one of the two boxes(but you can't check off both boxes)

--> (related to above[53]) if Mal and/or Zoe stay on The Ruins of Shadow ending of Shadow Signals Gone Haywire into Firefly Online, Season 1 and beyond, most everyone in the Verse for better and worse has found out about Zoe's Dust Devils rifles; in Firefly Online, Season 1, rich folk in both Alliances are selling off and buying 3D printed copies of Zoe's Dust Devils rifles(players can relatively more easily get them, and they can instantly kill most enemies with one shot); but, in Firefly Online, Season 2, both Alliances will have developed armor piercing shell resistant ship hulls for their ships by then(making Alliance ships from both Alliances harder to hit from anything, aside from laser pistols close by a ship's hull or the like)

--> (original episode idea for a Mr. Universe episode before Firefly Online)

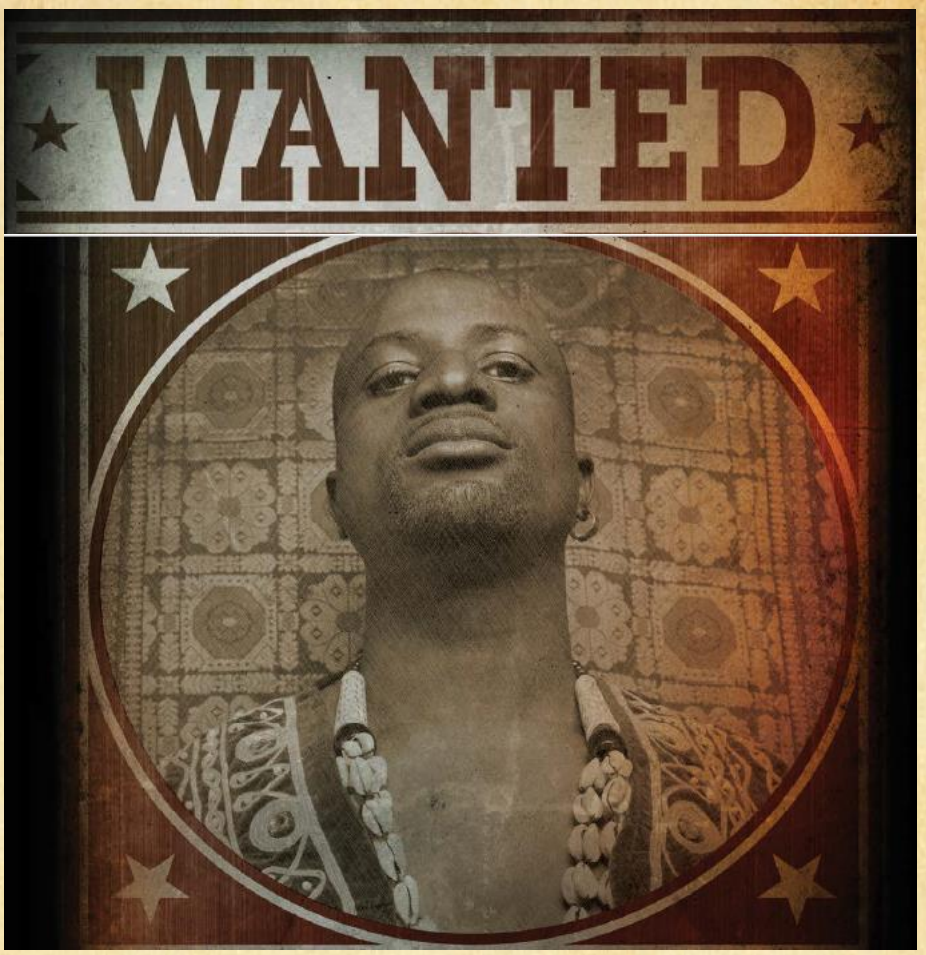
unless it's in a Firefly Online single player campaign episode(like this one)? Too soon to reveal Mr. Universe in person before the Serenity movie; a episode with Mr. Universe and a assistant of his

--> (mostly scrapped) the assistant tries to turn on him for a lot of money for handing over the plans for his robot in the making; Mal's crew steps in to put a stop to it with no reward except for the bounty on the people that the assistant of Mr. Universe was going to sell him out and his plans for a robot to(but don't outright say it's going to be the robot wife of "Mr. Universe")

--> (kind of scrapped and kind of not) or more than one robot from Mr. Universe(but not likely)

3) [from the Can't Take the Sky From Us Companion Book, Volume 2]

Slaves to the Night No More --> a Firefly Online single player campaign episode(set in Firefly, season 1) for Wash



4) A late Firefly, season 2 episode for Inara's single player campaign titled Verbena Ghost Song (set not long after the episode Those Left Behind, but before the episode Riverfront); a episode inspired by crime boss Orpheus from A Simple Plan, but this episode[Verbena Ghost Song] not originally from the Firefly RPG book Things Don't Go Smooth

--> in the wake of the end of the civil war on Verbena, tens of young men, young women, boys, and girls have gone missing; and it turns out Orpheus has "saved" them all(kidnapped them and told them he's the only one they got left) because he thought they were all orphaned by the civil war on Verbena(not stopping to check if any of them still had families alive on Verbena; but Orpheus is no sexual abuser either)

--> Inara, with help from some Companion Police officers who were friends of Lieutenant Quillian, follows the forensic trail to Orpheus's doorstep on Summerfair; and the same Companion Police officers accompany Inara as backup(since this is a matter of families on Verbena, and Inara could use some backup to guard against Orpheus in case)

--> Inara tries to convince Orpheus that most of the young men, young women, boys, and girls he "saved" can still go home after all; she even says he can keep the others as saved orphans; but, with Orpheus's chaotic temperamental nature, things quickly deteriorate

--> (related to above[1]) and Inara and three Companion Police officers have to fight against Orpheus's Furies without killing them to convince Orpheus that they really do mean to be as peaceful as possible about this(or it's a game over with failing the episode); which would be enough to start to calm Orpheus down to step back, hear the pleas of most of the families back on Verbena over the Cortex, and think things over

--> (related to above[2]) soon leads to Orpheus letting most of the young men, young women, boys, and girls he "saved" go back home to Verbena to happily reunite with their families; and Inara in great relief leaves Orpheus behind(she really does not like Orpheus, and really does not want to talk to him again if she can help it)

5) [from the Firefly RPG book Things Don't Go Smooth; under adventure ideas for one of the Nasty Encounters sections]

for the final episode for Saffron's single player campaign; Change A Deadly Coup to Honey with A Deadly Coup on the Side

--> after Saffron's plans to work her way up through The Alliance and try to "more legally" get rid of the bounties on Mal's crew are ousted by Durran(or something close enough to it) and Saffron sneaks off of Serenity in the episode Double Jayne Trouble, it turns out Saffron had one last place to easily hide at until The Alliance stops looking for her(and after that, Saffron can kind of easily go back to her untouched alias with all of her millions of credits still sitting there, waiting for her)

--> that hiding place is the McCoy's family mansion(with the moon New Omaha taken as the moon Nandi's Heart of Gold is instead of Deadwood, the McCoy family's mansion is instead on the moon Eris(the first moon of Hera)

--> Honey McCoy has been good friends with Saffron as far back as a year after Saffron left Durran, but no one outside of their lovers and criminal accountant Clementine Seeley knows what job Saffron pulled successfully pulled to win Honey's friendship(or how Saffron was thanked for it)

--> (related to above[1]) Saffron helped the McCoy family by "playing parts" just to singlehandedly leave the head of a big rival drug gang vulnerable for being murdered by the McCoy family, which lead to the McCoy family staying in power mostly unchallenged in the drug trade for years since

--> (related to above[2]) Honey McCoy and Saffron quickly became close afterwards; Saffron even stayed the night with Honey McCoy for weeks more than she planned to just so they could really get to know each other better, and the accommodations were good for Saffron

--> (related to above[3])Honey McCoy wanted Saffron to be her heir(in part because her originally intended heir Bart McCoy isn't interested in the family business); Saffron politely said no to her, but had a counter offer of her own to make her feel better

--> (related to above[4]) Saffron offered to sleep with any and all men Honey McCoy wanted her to without birth control, and that any babies Saffron has could be Honey McCoy's next heir; Honey McCoy thought the offer was just all right(as the next best thing to getting Saffron to be her heir)

--> (related to above[5]) Honey McCoy was kind of hesitant if Saffron would be okay with what she'd have in mind for that; but Saffron was creepily completely unphased by the idea of sleeping with any and all men in Honey McCoy's biological family that would be interested in taking to bed with Saffron

--> (related to above[6]) Saffron took to bed with seventeen out of twenty eight men in the McCoy family(threesomes with wives included[but just some quick cutscenes in-game here]); she had eight miscarriages and three babies over the course of two years, but was still well accommodated for by Honey McCoy and most of the men of the McCoy family(and Saffron got two hundred thousand credits for it)

--> (related to above[7]) the one thing Saffron really didn't like much was the extreme lack of health concerns for such otherwise good accommodations(which she already could kind of read from first meeting the McCoy family as a whole); she had to spend a hundred ninety thousand of her two hundred thousand credits that she got from the McCoy family just to have decent medical care given to herself over those two years

--> (related to above[8]) it was because of that that Saffron really wanted to only hide out in the McCoy family mansion as a last resort

--> (related to above[9]) Honey McCoy stayed away from most drugs out of strongly preferring the taste of cigarettes more; she only dabbled in other drugs

--> (related to above[10]) Saffron and Honey McCoy still kept in touch for a year or so, before a McCoy family feud make it nearly impossible for Saffron to get back in touch with her(even over the Cortex)

--> (related to above[11]) at least three years went by of still not hearing from Honey McCoy, and Saffron sometimes completely forgot who Honey McCoy even was

--> in the present, Honey McCoy and Saffron happily reunite and catch up quite a bit with each other; but then, Saffron notices Dale McCoy's latest flight plan over Clementine Seeley's files on Dale McCoy

--> and it points to Dale McCoy turning to Serenity for a job...soon after Dale McCoy was circling around his own ships

--> Saffron and Honey McCoy very soon put together that Dale McCoy just gave the Serenity crew a list of locations and targets to sabotage...to stage a coup to try to bring the whole McCoy family into a family feud over who sabotaged who; and Dale McCoy

this morning cut the Cortex feed to the secret network the McCoy family has on the Cortex(mainly run from the mansion itself) to prevent any of them warning each other off from a family feud ahead of time

--> then Saffron has to make a very hard choice; either back Jayne up in person and let Dale McCoy's coup go on successfully(leading to a McCoy family feud), or back Honey McCoy up, help her cut off the Serenity crew's escape route so they can't escape without a bigger fight against the McCoy family and more blood on their hands, put the blame for sabotage solely on them, and leave the Serenity crew behind in the dust; either way, Saffron deeply hurts someone close to her and they're only somewhat okay with each other from now on(her first real girl friend Honey McCoy or her first real boyfriend that really knows her and cares for her)

--> if Saffron backs Jayne up, they're still dating and on good terms; and Saffron's relations with the Serenity crew remain the same

--> (related to above[1]) but Honey McCoy forbids Saffron from seeing anyone in the McCoy family unless Honey McCoy is desperate enough to ask for Saffron's help(they'll only help each other out if there's no other way and they'll only talk to each other in passing); Saffron doesn't even get to see her five to six year old children in the McCoy family mansion

--> (related to above[2]) Saffron is brought to tears by pretty much losing Honey McCoy; and Saffron turns to Jayne for comfort the night before she goes underground elsewhere to hide from The Alliance(until Saffron can kind of easily go back to her untouched alias with all of her millions of credits still sitting there)

--> if Saffron backs Honey McCoy up, Jayne steps down his relationship with Saffron to casual sex and gives her a final warning(if Saffron double crosses him one more time, Jayne leaves her for good; only reason Jayne is not that harsh with Saffron over Honey McCoy is because of Jayne thinking Saffron's friendship with Honey McCoy is as strong as Jayne's own friendship with Book was before Book was killed in the

Serenity movie); Saffron's relations with Zoe, Mal, and Kaylee are worsened, while Simon, River, and Inara respect Saffron a good deal for her choice(because they see trying to save more lives in the long run as admirable, even if there is no clear cut right or wrong side)

--> (related to above[1]) Saffron is brought to tears by losing Jayne as a boyfriend; and Saffron turns to Honey McCoy for comfort the night before she plans to go underground elsewhere to hide from The Alliance(until Saffron can kind of easily go back to her untouched alias with all of her millions of credits still sitting there)

--> (related to above[2]) Honey McCoy tries to make Saffron feel better by trying again to convince Saffron to be her heir, and Saffron accepts this time(bringing over her own millions as well, which will more than pay for basic health care for herself and Honey McCoy through the rest of their lives anyway)

--> (related to above[3]) Saffron takes to bed with eight of the men in the McCoy family from at least four years ago on a regular basis(who are still alive[and not dead from their own drug overdoses, or shot dead by a rival gang or the like]) and four new men in the McCoy family who are interested in taking to bed with Saffron(threesomes with wives included[but just some quick cutscenes in-game here]); she gets paid quite well for just doing that and for being a second in command for Honey McCoy(but, Saffron has a few casual sex partners outside of the McCoy family including Jayne[but just some quick cutscenes in-game here])

--> (related to above[4]) Honey McCoy becomes Saffron's only best friend, Saffron is written in Honey McCoy's last will and testament as her heir, and Saffron gets to visit and have play dates with her five to six year old children in the McCoy family mansion until they grow up to be adults; but Saffron occasionally finds time to talk to her friends Simon, River, or Inara on the Cortex(when she's not so busy with her new life in the McCoy family and with her few other casual sex partners, and mostly giving herself medical treatments to physically survive through it all)

--> if you play through to both endings in Saffron's single player campaign's final episode Honey with A Deadly Coup on the Side, you can pick which of these two paths Saffron stays on into Firefly Online, Season 1 and beyond by checking one of the two boxes(but you can't check off both boxes)

SERENITY
THE FUTURE IS WORTH FIGHTING FOR
DARK ANGEL
I told you twice not to, Wade.
Oh, come on Cable! Let me, a gorgeous mercenary, find rhythm of the night.
Ooh. Is that Faith? Okay! All is looking up for me-e-e-e!
Damn. Have you been courting death, Buffy? Because I got a ticket to hell with my *** and name on...
Oww! oww! oww! No, no! Not the face!!
Oww!! Still hot as ever.
Thanks. My Slicing Regenerating Limbs Off Of Creeps Like You Class is always open on Mondays.
Goodbye, Wade. Laugh. You never really learn to get on my good side.

(< Secret Unlockable Player Characters >)

--> they can be in romances or sexual relationships; but, they don't have storylines or missions of their own; they're just playable on other characters's missions

--> When you get to the room with the holographic message on Miranda in the single player campaign, there's a secret sliding trapdoor in the floor by the holographic message; if you go through the trapdoor, a set of stairs will take you to a secret Firefly show studio room like room

--> two comic books sit by a studio light on a long metal stool; one has a comic book cover for When Deadpool Met Saffron(with Deadpool and Saffron and Vanessa in red and black one pieces swimsuits and play fighting in acid water[and over head, a big yellow halo with grenades dangling over it]); the other has a comic book cover for Miranda's Message: From Buffy

--> if you take the When Deadpool Met Saffron comic with you, you unlock Deadpool, When Deadpool Met Saffron's version of Saffron, Vanessa, future Vanessa/Copycat, and Dark Angel/Max Guevera as playable characters(fully leveled up too); Deadpool and Dark Angel also come with finishing moves in addition to fighting(but Dark Angel doesn't carry guns out of her moral code)

--> (related to above(1)) Dark Angel has Buffy's kind of health bar(only a little slower because Buffy has somewhat more stamina than her); When Deadpool Met Saffron's Saffron's health bar is 1.5 times faster for healing than Buffy's kind of health bar health(but she's kind of easier to hurt in a fight if the player isn't careful enough with playing as her[because of embracing more physical recklessness than before from her close to Deadpool level healing factor]); and Deadpool's health bar is twice as fast for healing as Buffy's(but his wisdom in game stats is somewhat low for a mercenary, and he's kind of easier to hurt in a fight in game for a mercenary[if the player isn't careful enough with playing as him])

--> (related to above(2)) future Vanessa/Copycat can either fight more like a mercenary in game and have Dark Angel's kind of health bar, or fight with her shapeshifting powers at the end of a fight(hitting enemies with their own attacks or and temporarily looking like a exact mirror of them while attacking them; can't heal enemies or allies with her powers though[because even Copycat can't just copy magical powers])

--> if you take the Miranda's Message: From Buffy comic with you, you don't just unlock the Miranda's Message: From Buffy version of Buffy Summers; you also unlock everyone else in the scooby gang from the Buffy: The Vampire Slayer series finale(fully

leveled up too), and a slightly alternate historical wave on Miranda's Message: From Buffy to explain how the whole scooby gang is still alive

--> (related to above(1)) in this slightly alternate historical wave, Willow appealed to the gods to resurrect everyone else to fight against a 26th century king of hell(very similar to Heart of Darkness from the sixth season of Xena: Warrior Princess, but with more fireballs) and won the appeal

--> (related to above(2)) together, Buffy, Willow, and her friends took down the 26th century king of hell and stopped darkness from rapidly corrupting the people fleeing into the generational arks; but the Earth is still destroyed from trash(magic and not) as well as fallout from fighting the 26th century king of hell

--> (related to above(3)) at first, Willow seems dead; she had sacrificed herself to ensure Buffy and her other friends(in the main cast of Buffy: The Vampire Slayer) magically appear in time on generational arks so they can stay alive; years later, it turns out Willow not only saved her friends, but also ended up sending herself between that magic pocket of hers and the Verse(she went into a magically induced coma and woke up again years later[coincidentally after the end of Miranda's Message: From Buffy]); Willow happily reunites with Buffy and her other friends

--> (related to above(4)) Giles is playable as a Reader(but not much of a fighter); Willow is playable a lot like Book is playable(because Willow is practically a goddess), but Willow has her spells and a lot of them to choose from(she can use her spells to heal allies or enemies with her powers, but only hurts enemies with her powers; unless her temper is set off and she becomes Dark Willow[her powers hurts allies and enemies at the same time])

--> (related to above(5)) almost all of the Buffy: The Vampire Slayer unlockable characters each come with a customizable option of who he, she, or they would like to be in a relationship with out of your own crew; Giles though isn't really seeking one in the 26th century(so he doesn't get that option), and the sexuality and what kind of people he,

she, or they likes for each character are locked in place(so limited but within reason for customizable option of who he, she, or they would like to be in a relationship with for each one[for example, Willow is homosexual and likes people like Mal, Wash, and Buffy(but she isn't in love with Buffy herself)])

--> (related to above(6)) this also considerably frees up possibilities for Miranda's Message: From Buffy's Buffy for lovers or a lover; if the player has Mal as a player character have Inara and Nandi as his two lovers, Buffy as a player character can still find one or two lovers among the other characters; if the player instead has Mal as a player character have Inara and Buffy as his two lovers, that can work too in game mechanics(although, even if Buffy has two lovers, she still heals fast for her health bar[because Buffy is Buffy])

Firefly Online, Season 1

(< Comings and Goings >)

[1] after Miranda, there's two Alliances now; split off from The Alliance

--> The Brown Sun Alliance = A Alliance of folk that are more sympathetic to the Browncoats in light of Mal's crew revealing the secret of Miranda(from the movie Serenity), but still want to stick to the government structure of The Alliance; they still arrest Browncoats and other outlaws, but they often have community service(whether in the front lines or not) as a alternative to being killed or put in a Alliance prison satellite(especially if it's a Browncoat or a Graycoat mostly for the Browncoats)

--> The Blue Sun Alliance = folk in The Alliance still loyal to all the old ways of The Alliance and actively against the Brown Sun Alliance, the Browncoats, and other outlaws;

around almost all the Core Planets, including Sihnon and Londinium; there's also some Brown Sun Alliance underground movements(makes all too much sense really)

--> The Blue Sun Alliance, in a effort to look like they "finally cleaned up their act", claimed they killed all the people that tried to bury the secret of Miranda for the greater good and that "this investigation had to take years to find out everyone involved with the cover up"; really though, The Blue Sun Alliance was hiding all those people in secret sanctuaries and letting them directly coordinate from afar with political puppets in Parliament and with puppet agents on Alliance Intelligence missions(making it all one big vile cover story for most people in The Blue Sun Alliance to all too easily believe)

--> only two big exceptions for the Core Planets being in The Blue Sun Alliance's territory are Persephone and Bellerophron; Persephone's planet government outright joins with the Brown Sun Alliance, and Bellerophron's planet government is very happy to work for either side for a ton of credits

--> in both Alliances, some folk caught in the middle; some folk just don't want to think of shades of grey and prefer to stay up in their rich towers enjoying the company of Companions, gambling, and high society parties; some folk are deeply torn by the split between The Alliance because they lost friends because of it(killed by the opposing Alliance or not), but don't want to admit it to even most of the friends they still have

--> The Guild Council of Elders, in the wake of the formation of The Brown Sun Alliance and The Blue Sun Alliance, has signed a peace treaty with both Alliances so that The Guild can continue to mostly conduct business like before; the legal terms are that nobody in The Guild can interfere with politics in either Alliance in exchange for Companions being free to have clients in either Alliance, with the big exception of a Companion being sexually abused or a assassination attempt on him or her(then justice will be seen to for the Companion, regardless of which Alliance he, she, or they was residing in or visiting at the time)

--> (related to above) when it comes to political non-interference, The Brown Sun Alliance is more flexible about it; if they formally request a Companion to help with political negotiations, it's not considered political interference by The Brown Sun Alliance(however much most politicians from The Blue Sun Alliance is vocally against it)

[2] (time setting for multiplayer) Firefly Online seasons are set three to eleven months after Miranda(three months after Miranda by start of Firefly Online, Season 1); set after the Serenity movie, so we can have a lot more from The Alliance of old, Browncoats, people caught in the middle, and Reavers for "more to come" after Miranda

--> Zoe's child Emma born at the start of this season; can have a cutscene or two showing that point in time

--> Jayne and Saffron are the Jib-eseo Nolda Cobb crew; but, can just as often be onboard Serenity as part of the Serenity crew

--> (for the Serenity crew and the Jib-eseo Nolda Cobb crew; can be for all of Firefly Online, depending on your choices playing as member(s) of the Serenity crew)

Kaylee and Simon are still together as a couple, Mal is still together with Inara and Nandi in a polyamorous triad(with Inara and Nandi as friends with benefits to each other), and Jayne and Saffron are still together as a couple in a open relationship

[3] after Miranda, there's a rise in building androids similar to Mr. Universe's robot wife(mostly in the black market after the Serenity crew becomes a legend after Miranda); which is becoming a growing threat on both sides

--> they're also playable in-game; they have double the ammo, double the healing rate(as in internal backup systems kicking in), twice as fast speed than a typical crewmember(unless dazed, destroyed, or knocked down), and weapons for a typical crewmember; but, they have half of a typical health bar, and easier to damage and/or destroy if hit hard enough(whether The Blue Sun Alliance, The Brown Sun Alliance, Browncoat, or Graycoat)

[4] the main plot for Firefly Online, Season 1(season 3 for the series as a whole)

Most of the in game AI run androids kind of slowly but surely form a secret Alliance of their own called The Signal Wipers to try to make a better Alliance than even The Blue Sun Alliance or the Brown Sun Alliance and mass murder everyone that came after them(not having the super intelligence of a typical sentient AI to realize that not much anyone would be left in the Verse if they're successful)

--> the Signal Wipers are capable of electronically wiping out the signal of incoming or outgoing waves with just a wave of their android hands; their name is also purposely in direct opposition to "they can't stop the signal" from the movie Serenity

--> the Signal Wipers really hate the Serenity crew + the Jib-eseo Nolda Cobb crew for "discouraging the very idea of a good Alliance"; and so, one of their primary objectives is killing Malcolm Reynolds and anyone in the Brown Sun Alliance as a example that "the idea of a good Alliance is strong again"

--> the Signal Wipers though also see the people on top in the Blue Sun Alliance as a grave failure for inadvertently creating Reavers and for creating rich and lower class systems to begin with; going so far as announcing to the Verse that "they'd never create Reavers" and that "they'd never reduce credits to mite scraps of Blue Sun paper"

--> from early season to mid-season, three to five androids keep disappearing every week; which both Alliances are quick to blame the other for(also implying that the Signal Wipers are growing in size behind the scenes)

--> (for a possible mid-season episode) the Signal Wipers wait until mid-season to attack both Alliances fast and hard, in the midst of the episode Full Frontal Assault; with The Brown Sun Alliance's military forces, some more independent resistance movements, and the Serenity crew + the Jib-eseo Nolda Cobb crew fighting hard to protect the blackout zones of the underground against the Blue Sun Alliance(see under Possible Episodes in Firefly Online, Season 1 for reference)

--> whether The Blue Sun Alliance succeeds at crushing the blackout zones or not in the episode Full Frontal Assault, forces from both Alliances return to their sides of the

Verse to find two devastating massacres; the Blue Sun Skyplex is completely destroyed with everyone on it dead(no survivors), and most of Persephone is burned to the ground with 2 million people dead

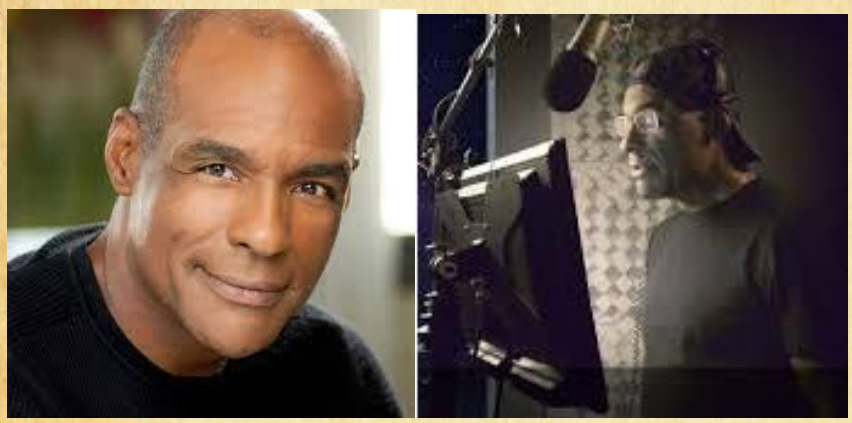
--> the Signal Wipers claim Persephone as their new base, gather most of their big ships around it fast(the same ships responsible for burning most of Persephone to the ground), and they broadcast their mission statement to the Verse from Persephone

--> in the Signal Wipers's broadcast on their mission statement, they don't just reveal their reasons for why they hate both Alliances, the Serenity crew, and the Jib-eseo Nolda Cobb crew; the Signal Wipers also reveal they want a Verse with no money, androids as the master race over humans, a end to experimentation on coerced or unwilling subjects, radiationformer stations capable of radiating a entire planet(and then gradually detoxing the planet to be ready for terraforming all over again) if human rebels take over a planet, and supercomputers capable of replicating River's capabilities(only without any human brain or human body part) for android diplomats in the Signal Wipers's Verse wide order

--> both Alliances, the Serenity crew, and the Jib-eseo Nolda Cobb crew are very angry and/or very saddened in the wake of the Signal Wipers's massacres; leaving both Alliances to have to begrudgingly form a larger temporary alliance across the Verse(including the player run androids, the Graycoats, and the Browncoats) to discover and stop the secret members of the Signal Wipers(members of the Signal Wipers that weren't revealed yet and are still hiding among androids on both Alliances) from killing them all

--> the Firefly Online, Season 1 finale takes place at Persephone in space and on land, with both Alliances(including the Serenity crew and the Jib-eseo Nolda Cobb crew on the Brown Sun Alliance's side) fighting to get back Persephone and to try to stop the Signal Wipers for good; but, after taking back half of Persephone, both Alliances are even more unsure than ever before if the fighting will ever stop between them or with the Signal Wipers(but two secret endings directly branch off of the finale with the Signal Wipers; one is Can't Stop River's Signal, and the other is the secret ending Can't Stop Kaylee's Signal)

[5] new(or newer) characters for Firefly Online, Season 1(around QMX's original plans for Firefly Online)



[footage of Michael Dorn voice acting for Firefly Online regrettably not available;
have instead a screenshot of Michael Dorn voice acting for another part]

-{1}- Michael Dorn voice acting for a prominent Alliance officer

--> a Brown Sun Alliance captain; the first one the Serenity crew establishes good relations with, soon after the fallout of the secret of Miranda being leaked

--> (for at least Firefly Online, Season 1; for Brown Sun Alliance affiliated)

he briefs you for most of your missions, and sometimes can be called in to be backup for the Serenity crew against the Blue Sun Alliance(with his Alliance Tohoku Class city ship in space chases or space battles)

-{2}- Kelly Hu voicing a crime lord on Persephone called Whisper Lo Pan;

a "tiger mom"/ "inner dragon lady"

--> from QMX C.E.O Andy Gore's own words(on Whisper Lo Pan)

"[...] we decided for this version of the game we thought this was a great opportunity to bring in a competing crime boss on Persephone, and her name is Whisper Lo Pan. And she is played, I have to say rather brilliantly, by the amazing Kelly Hu."

Her character is a strong, independent woman, picked herself up. Runs a very tight ship. People are afraid of her like they should be of any crime boss, but in a different way than they're afraid of Badger. One point in the script refers to Badger as a blunt instrument, where she's more of a scalpel, and I think that's pretty apt in their differences in personality and their approaches to their work. Whisper tries to keep more of a low profile.

--> Whisper Lo Pan has shoulder length black hair; when not in a cloak, she likes to wear silk dresses with black or red dragons on them

--> in charge of the Whispers; a gang of cloaked figures that vanish “without a trace” and kills anyone who tries to uncover their identities

--> the Whispers secretly rose to power from Persephone to Ezra thanks to the Signal Wipers in exchange for having Whisper Lo Pan take the credit for their signal wiping ability; that is, until they(the Signal Wipers) make their big move to try to take over the Verse(even turning on the Whispers as well)

--> Recommended stats for Whisper Lo Pan(Medium GMC); Mental D8, Social D10, D8 for Shoot, D10 for Sneak, D10 for Influence, D6 for most other skills; signature assets are Feared Secret D10(taking both the Signal Wipers and the Whispers into account) and Dragon Eye Rifle D10(mostly red and has a blackish purple ring to the side)

--> after the Signal Wipers turn on the Whispers gang, Whisper Lo Pan can be either a ally or a enemy for the player character(s)(regardless of being a enemy beforehand or not)

[6] Firefly Online slang

(1) Dirtside / Skyside docks(for Brown Sun Alliance + Blue Sun Alliance)

(2) Savvies = Highest Skills for a Player Character(not just for crafting)

[7] (mostly around QMX’s original plans for Firefly Online)

Will Wheaton and Courtenay Taylor; voices for newer custom player characters

--> Cortex voice options on ship(s); for player’s crew’s or crews’s ships

[8] Londinium Unit(LU) instead of Astronomical Unit(AU)

[9] unfortunately, the newer wiki for Firefly Online is mainly just a picture gallery; and the older wiki for Firefly Online is gone(I salvaged what I could before this older wiki was wiped from the Cortex)

--> (related to above) [this source can confirm quite a bit of the details from the older wiki for Firefly Online, and is still accessible]

https://web.archive.org/web/20160330041530/https://keepflying.com/

[10] Space Emporiums(around QMX's original plans for Firefly Online)

--> they start to show through the Verse in Firefly Online, Season 1

(more appear in Firefly Online, Season 2, and all of them are flying around the Verse still in Firefly Online, Seasons 3-4)

--> For smaller colonies out on the Rim of civilized space? There is a taste of Core World commerce to be had from these massive traveling trading posts.

They travel from planet to planet, setting themselves in low orbit so even atmo-only shuttles can make it to their dock. Space Emporiums are a place of wonder, where passengers can purchase(at considerable markup) the fineries of Sihnon, Londinium, Ariel and other worlds of class and distinction.

They have also been known to be a good place to trade goods of a less savory nature. This makes these mobile malls any captain's best friend, should they be lucky enough to stumble across one as it travels through the Verse.

[11] more on factions for Firefly Online, Season 1(around QMX's original plans for Firefly Online)

(1) **TRADER'S GUILD**
(modified somewhat after Miranda)

The Trader's Guild is a vast and prosperous mercantile network involved primarily with trade and the movement of freight in the Verse.

They are fully sanctioned by both Alliances in exchange for not interfering with either Alliance's policies. Their relationship with the two Alliance governments is so close and yet so much at arm's length that it is often difficult to discern where one ends and the other begins.

Although technically against guild rules, illegal trade is not uncommon: Especially between the Blue Sun Alliance worlds and Brown Sun Alliance worlds.

The Trader's Guild does its best to discourage such practices. But, failing that? They take steps to ensure that the profits eventually find their way back to the Trader's Guild's coffers.

CSS
FACTION NAME: Central System Security
(a.k.a. Hands of Blue)
NOTES
- Intelligence agency officially sanctioned by the Alliance
- Tasks often politically motivated, despite being a private security firm

(2) **CENTRAL SYSTEM SECURITY – "Hands of Blue"**
(somewhat modified after Miranda)

As part of The Blue Sun Alliance's cover story to their people to claim "they've finally cleaned up their act"... They said they've "reformed Alliance Intelligence to be more centralized and transparent as necessary for the good of everyone."

The Blue Sun Alliance has made public announcements to their worlds whenever a Operative's mission is successful. The Blue Sun Alliance has renamed Alliance Intelligence to be Central System Security. But, in truth, the Blue Sun Alliance really hasn't changed a bit from the old ways.

The CSS is a Blue Sun Alliance-sanctioned intelligence agency that operates throughout the Verse, safeguarding Blue Sun government interests and tracking down illegal and politically motivated threats at Blue Sun home worlds and abroad. They are a brutal secret police force: "minders" that spend as much time watching core world citizens as criminals on the Rim. Even members of parliament have reason to fear the CSS. From the beginning, the CSS is always operated as a fully sanctioned private security firm, ostensibly to remain autonomous from political influences. They are established as a special commission to the Blue Sun Corporation's security branch, and are closely tied to The Academy and other covert programs. Though affiliated with Blue

Sun, their main activities are covert and generally unknown to all but The Brown Sun Alliance, allies of The Brown Sun Alliance, and the highest echelons of Parliament.

FACTION NAME: Blue Sun
NOTES
- The most recognizable corporate entity in the Verse
- Wields power comparable to government, but enjoys tremendous autonomy

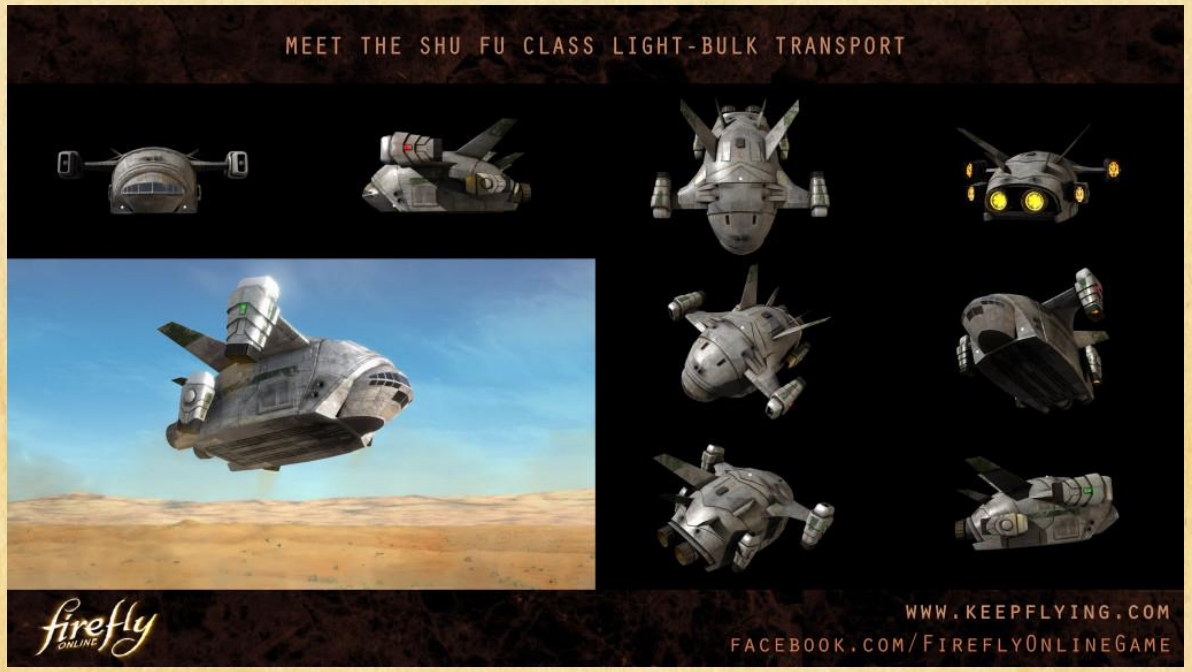
(3) **BLUE SUN**

Blue Sun Corporation is the wealthiest and most pervasive corporation in the Blue Sun Alliance(and secretly in corners of Brown Sun Alliance planets as well), with its logos and products found on every planet and moon. This powerful mega corporation has grown to a scale not possible to achieve on Earth. Many of the Alliance's most secret projects are contracted by Blue Sun subsidiaries. Due to its strong ties to The Blue Sun Alliance government, Blue Sun enjoys a tremendous degree of autonomy.

The Blue Sun Corporation is creepily and effectively The Blue Sun Alliance's real government body most of the time: With billions of employees, thousands of divisions, a prodigious(but secret) slave labor force, missions on behalf of The Blue Sun Alliance's politicians on a handful of worlds and moons around the Verse(both secret and not), and owning at least some worlds and/or moons outright.

(4) [more factions are covered in Firefly Online, Seasons 2-3; haven't forgot any]

[12] more on ships in Firefly Online(mainly around QMX's original plans for Firefly Online)



(1) ***SHU FU (PILL BUG) CLASS***

TYPE: Transport

CAPACITY: Light-bulk

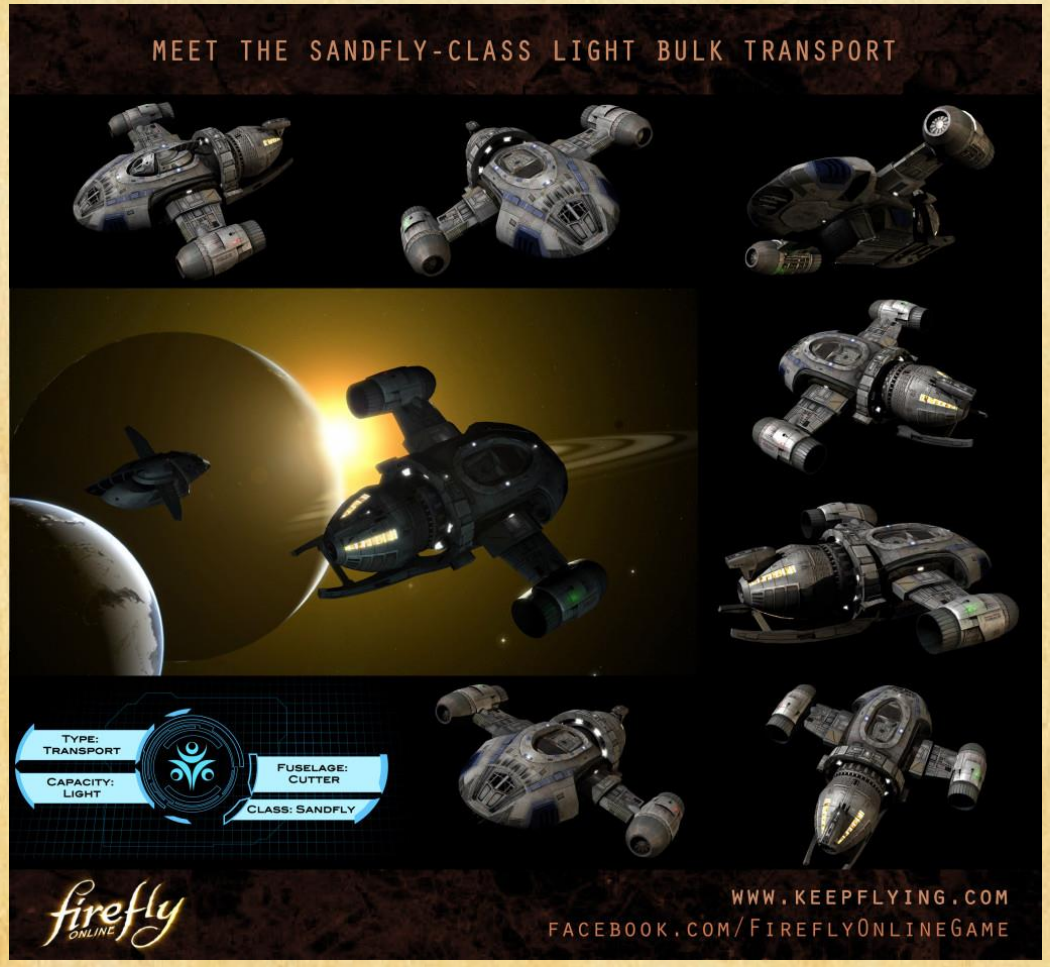
MANUFACTURER: Hsigo Aerospace

CLASS: Shu-Fu

What a captain need most from his ship is durability, flexibility, and low cost of maintenance. Pretty don't much figure into it when trying to scratch out a living on the Rim.

Enter the Shu Fu (Pillbug) Class Light-Bulk Transport, one of the starter ships in Firefly Online. She may not be the prettiest boat to ever sail the Black; but, for a captain just starting out, she's a pretty shiny ride – reliable, maneuverable, and a surprisingly large cargo hold for a ship in her class.

"She may not look like much, but she's got it where it counts." – Shu Fu captain.



(2) ***SANDFLY CLASS***

TYPE: Transport

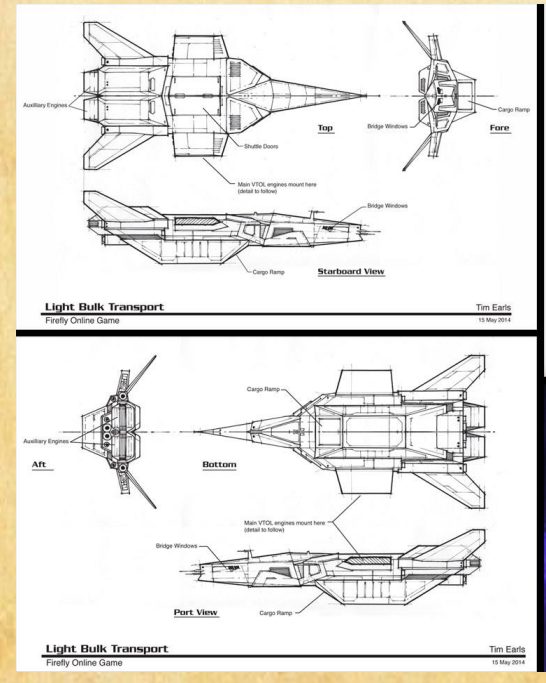
CAPACITY: Light-bulk

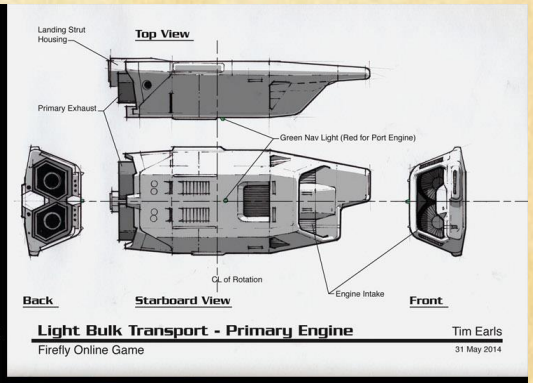
MANUFACTURER: FireflyShipworks

CLASS: Sandfly

Built by the Firefly Ship Works to replace the discontinued Series 1 Firefly, the Sandfly was designed to be a small, inexpensive transport that even a captain with limited funds could afford. They're popular for light transport jobs to the most remote outposts (mail, medical supplies, radioactive materials), where landing facilities are primitive if at all.

The Sandfly Class first appeared in the fan film "Bellflower", created by a worldwide team of dedicated Browncoats.





(3) ***KEPLER CLASS***

TYPE: Science

CAPACITY: Light

MANUFACTURER: Bellestra Shipwrights

CLASS: Kepler

The Kepler was initially a bonus available only to players who bought an early-access premium package called “Founders of The Verse”. This ship will eventually be found at shipworks all over the ‘Verse, ~~but it’ll cost ya~~. It was created by Tim Earls, designer of the Firefly-class transport ship and most of the ships in *Firefly*, as well as lead set designer on the *Serenity* film.

The Kepler is a Light Bulk Transport. It is equipped with a pair of VTOL engines which rotate to provide forward thrust, and a pair of auxiliary engines at the rear.

(4) ***SAMPAN CLASS***

TYPE: Transport

CAPACITY: Light-bulk

MANUFACTURER: Hsigo Aerospace

CLASS: Sampan

The Sampan Class Freighter Sampan is a rugged, flat-hulled hauler – practical, versatile, an unflinching workhorse, it's far and away the best-selling model in Hsigo Aerospace's venerable fleet.

(5) ***PILGRIM CLASS***

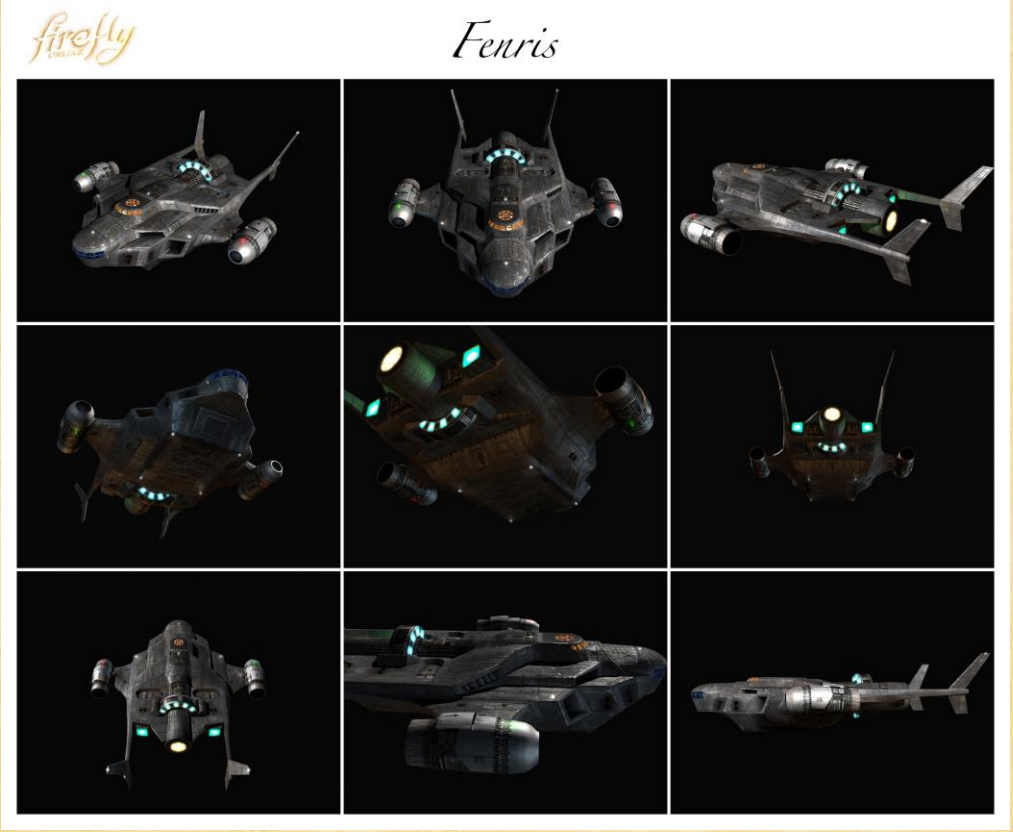
TYPE: Colonist Transport

CAPACITY: Mid-bulk

MANUFACTURER: Allied Spacecraft Corp.

CLASS: Pilgrim

Short-range cargo haulers like the Pilgrim-class were picked up cheaply at government auction and then heavily modified to conduct settler families out to the rim worlds, a risky gambit at best. This transport ship will be available to those Captains what can fly them (after gaining experience and levelling up).



(6) ***FENRIS CLASS***

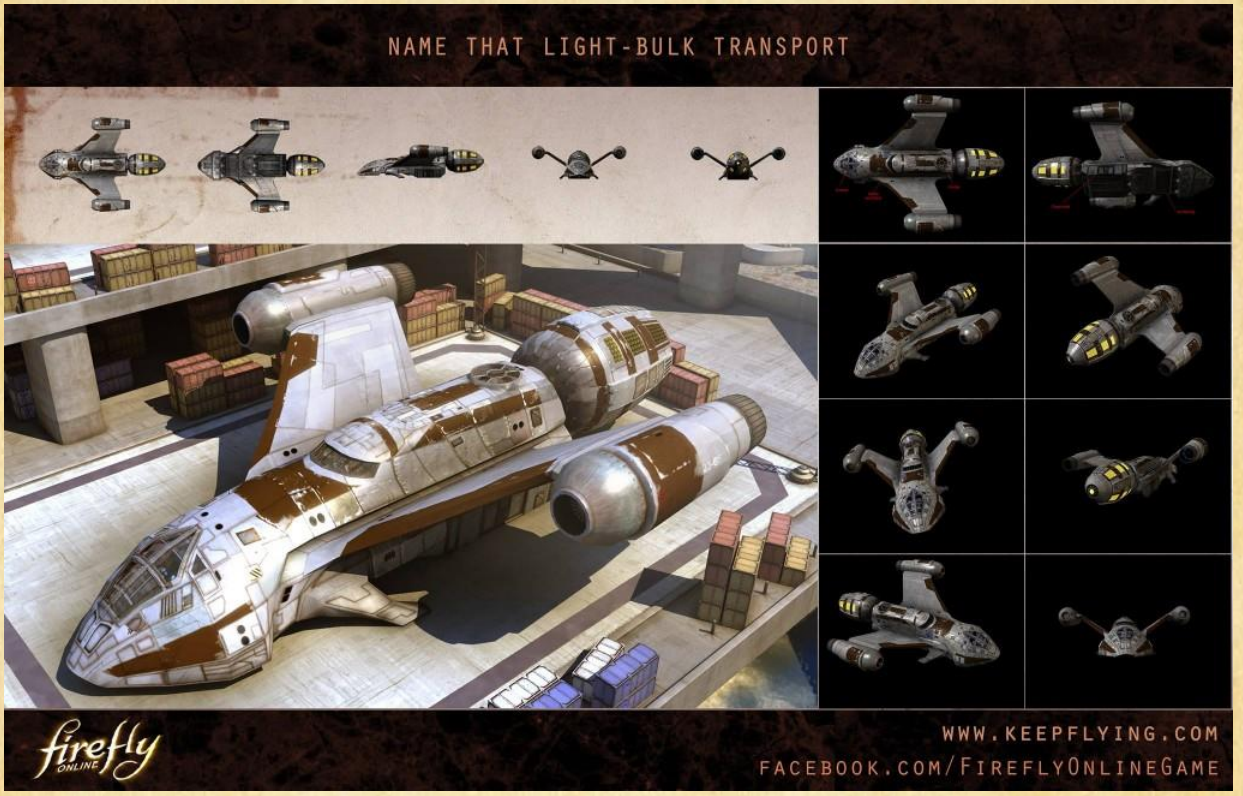
TYPE: Express Transport

CAPACITY: Light Bulk

FUSELAGE: Cutter

CLASS: Fenris Class

The Fenris Class Light Bulk transport is another premium ship from the Ballestra Shipwrights. Designated an “express freighter”, the Fenris is fast and agile, a great choice for those urgent cargos that absolutely, positively must be there, you know, really fast.



(7) ***PEREGRINE CLASS***

TYPE: Transport

CAPACITY: Light Bulk

FUSELAGE: Cutter

CLASS: Peregrine Class

Slightly larger than the Kepler, the Peregrine-Class Light-Bulk Transport is a premium vessel from the artisans at Bellestra Shipwrights. If you ever wondered what a Firefly might look like if it came in a sport model, Ballestra has you covered!

The Peregrine was named by popular vote submitted by you Captains! As one of our very first completely original ship designs, we celebrated the occasion by inviting you FFOlks to christen her.

(8) ***CHANG'E CLASS***

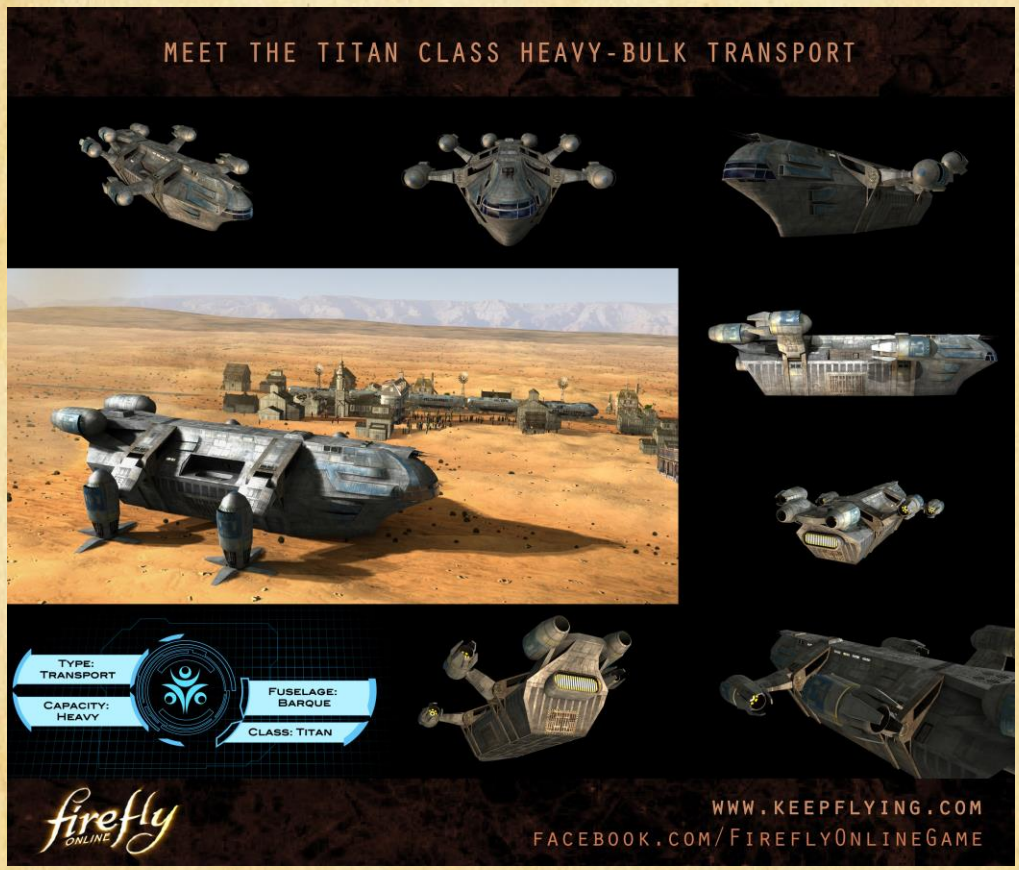
CAPACITY: Mid-bulk

FUSELAGE: Brig

CLASS: Chang'e

One of the hardest things about working on Firefly Online is deciding what ship we want to fly. That's because as soon as we settle on one, the FFO shipwrights come up with another model that's even cooler.

Take for example the Chang'e Class mining vessel. Converted for general transport duty, this mid-bulk "flying brick" comes complete with four shuttle bays (originally used for automated mining drones), a spacious cargo hold, and living space on top. The Chang'e has got that funky awkwardness that makes a ship so memorable. Sporting a design that defies any concept of aerodynamics, we can't help but admire its contrary spirit.



(9) ***TITAN CLASS***

TYPE: Transport

CAPACITY: Heavy

FUSELAGE: Barque

CLASS: Titan

For high-level players wanting to take on big jobs(ones requiring expansive cargo holds and a full crew), it could be time to step up in the Verse with getting yourself the largest boat you can find. Captains looking for some serious capacity in a rugged ship would be hard-pressed to do better than Starcore Transit's Titan Class Heavy-Bulk Transport.

Featuring up to eight crew cabins and four passenger berths, the Titan will likely be the most imposing transport in just about any port of call. It is among the pinnacle of player ships, and only the most stalwart captains will likely be able to acquire one.

(10) The Hanover class; already brought up in the episode Twin Red Moons

(11) ***KOMODO CLASS***

TYPE: Auxiliary

CAPACITY: Mid

FUSELAGE: Brig

CLASS: Komodo

We want to introduce you to one of our favorite ships: Not just because the design is so gorram cool, but also because it's our first Unification War design refit for civilian use.

The Komodo Class started life as an auxiliary ship in the Independent Navy. They served a critical role of resupply and repair, servicing many ragtag collection of diverse vessels that made up the fleet. Later in the war, they were also used for transport of high value leadership and special forces, and as an evac craft attached to large medical frigates.

As with most of the ships available in Firefly Online, the Komodo is an old model, and hasn't been in production since the end of the war. At that time, most military craft, such as the Firefly Gunboats, were decommissioned and sold for scrap (considered too dangerous to allow into civilian hands). However, many Komodo-class ships escaped that sad fate, and were converted for private use. There aren't many of these gutsy ships left in service, but a captain fortunate enough to own one will come to treasure it for its flexible design and rugged reliability.

(12) ***THUNDERBIRD-CLASS SURVEYOR***

While it's true that most players will captain a freighter, that doesn't mean there won't be lots of other ships in the Verse.

Take for, for example, this famous(some would say infamous) Thunderbird-Class Surveyor. Its small size and maneuverability make it an ideal boat for surveying an asteroid field for mining. Sufficiently modified, it also makes a handy stealth ship for one- or two-man boarding parties.

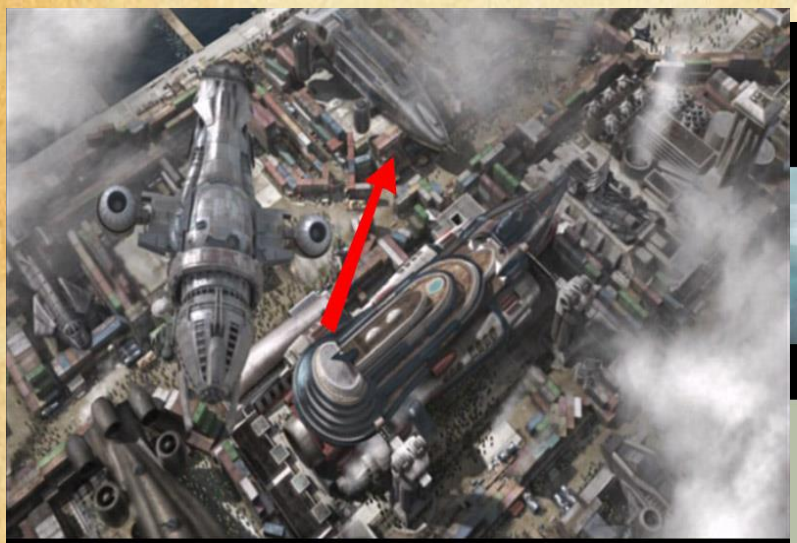
(13) ***BRUTUS CLASS***

The Brutus. According to her captain, it's the Best Ship in The Verse.

It's worth mentioning the Brutus is not an original FFO design. She's actually glimpsed in the background of the Firefly pilot. She's the first ship we see Shepherd Book approach about going off world. We just brought her to life.

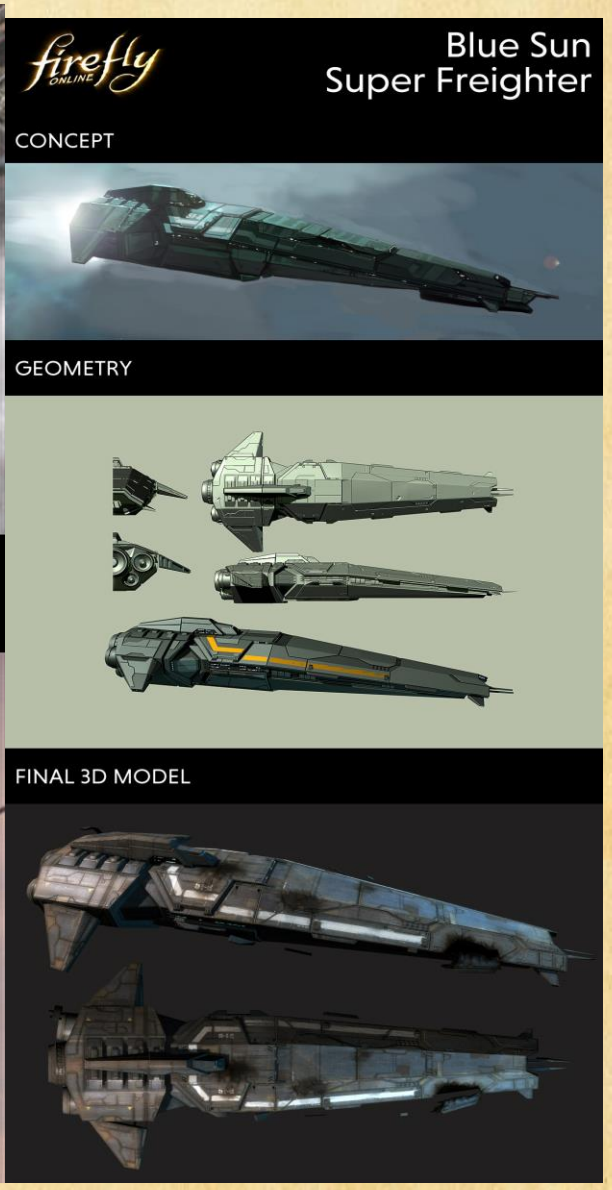
Because Firefly was only around for a brief time and much of the show's source material is now lost, our job in recreating background ships is sometimes as much archaeological as it is technical. However, getting even the barely glimpsed ships "right" is as important to us as we know it is to you, so we're sparing no effort in this important work.

Thanks especially to Sean Kennedy, our digital modeler, who was already one of the great restorers of Firefly ships even before he joined the FFO team. He's responsible for almost everything you've seen so far, ship-wise.



SCREECAP: SERENITY ARRIVING AT THE EAVESDOWN DOCKS IN PILOT EPISODE (BRUTUS HIGHLIGHTED UPPER CENTER)

SCREENCAP: FRONT OF BRUTUS AS SEEN IN PILOT



(14) ***BLUE SUN SUPER FREIGHTER***

(entry modified to account for the fallout of the Serenity movie)

When mega-corporations like Blue Sun or the Trader's Guild have things to move, they do everything on a massive scale.

Before the secret of Miranda was revealed to the Verse? It was a great way of commercially moving astronomical volumes of supplies from one world to another than with this ginormous cargo carrier.

Blue Sun and the Trader's Guild may still use these freighters. But, their routes in the Verse have been right alongside Crete Class ships to mask their continued operations.

Sometimes this doesn't succeed though, and the super freighter is detected on the Cortex anyway. The trafficking of such vast wealth makes it a tempting target for pirates, scavengers, Brown Sun Alliance Operatives in secret, and even the occasional opportunistic player.

These massive floating hulks are like space dungeons waiting to be explored. The interiors are procedurally-generated, with varying deck plans, ship functions, integrity, and an assortment of other potential gotchas. No salvage job is routine. You can't predict what's lurking inside a derelict.

(< Possible Episodes for Firefly Online, Season 1) >)

[1] from Firefly RPG Game Corebook;

under Further Adventures for mainstream episodes

--> (<Safe>);

Frame Job(move to Firefly Online, Season 1)

--> Charlie Gilbert frames Jayne for murdering a innocent person on Jiyangin to draw the rest of Mal's crew out and try to make them all miserable; when Jayne "happened" to be too drunk to know for sure what happened that night, because Charlie Gilbert made sure Jayne would be too drunk that night on Jiyangin with a whore "who just disappears"(who was paid off by Charlie Gilbert) and even Saffron wouldn't be around at the same time to verify Jayne's innocence

--> Charlie Gilbert is a former partner + lover of Saffron(after Durran + before Jayne)

--> Charlie Gilbert doesn't actually care much for what happens to Jayne(he just wants to make everyone else on Mal's crew miserable); but, Charlie Gilbert doesn't exactly plan for Saffron showing up at the same time to fight by Jayne's side

--> after getting a private wave from Jayne, Saffron kind of easily sees through the job Charlie Gilbert arranged for her to happen to keep her busy; and Saffron easily ditches the other job to meet up with Jayne, with them and the rest of Mal's crew going after Charlie Gilbert for a much bigger bounty

--> (<Out of Gas>);

Limpin' and Hollerin'(to combine with Full Frontal Assault); a time with Mal's crew trying to get Serenity back up and running while Serenity is limping along

--> (<Ariel>);

Full Frontal Assault(to combine with Limpin' and Hollerin'; move to mid-season episode for Firefly Online, Season 1)

--> the blackout zones have become the next generation version of the underground hubs for Browncoats and other resistance movements against the Blue Sun Alliance, the Hands of Gray, and the Hands of Blue within their borders

--> (<Heart of Gold>);

Spies Like Him(not at the bordello The Heart of Gold though, because of Alliance forces leaving no ground to turn to for shelter for the Serenity crew in the Serenity movie; and someone that isn't Chari ousting Tristan Lo; move to Firefly Online, Season 1)

[2] from the Can't Take The Sky From Us Companion Book, Volume 2

--> Down to the Last Coin(a late season episode of Firefly Online, Season 1)

[3] from Firefly RPG Book Things Don't Go Smooth;

<1> under adventure ideas from one of the Nasty Encounters sections

--> (<A Simple Plan>); for a early season episode of Firefly Online, Season 1

A father has gotten word that his daughter is being held hostage on a moon of Shadow, Summerfair, and has put out a big reward on the Cortex. The person in charge of Summerfair is an enigmatic figure known as Orpheus. The daughter in question is a member of his personal security, a woman named Armoni. When the crew goes to investigate, what happens when they realize Armoni doesn't exactly want to leave? As they stick around a little longer, the crew finds themselves at odds with Orpheus. Will they be able to convince Orpheus to let Armoni leave and finish her family business in person? Or is this one job the crew'll be hard-pressed to collect the reward for?

<2> under full-length adventures in Firefly RPG Book Things Don't Go Smooth

--> (<Thieves in Heaven>); for Firefly Online, Season 1

A few years ago the War ended, and Heaven City started to die. To be honest, it wasn't entirely healthy to begin with. Heaven City was a collection of owner-operated shipwrights who worked together to make ends meet. Once the War began, they made ships for the Independents,

and things got better for a while. Once the War was over, though, nobody outside the Core had money to build new ships, and it became harder and harder for small-timers to make a living.

Astrolabe Engineering had been around for a good long while, but once the economy got bad, they got more aggressive. Debrah Wun, Vice President of Acquisitions, started buying up the other local companies to expand Astrolabe's holdings and land bigger contracts, bringing more money into Heaven City. That said, not everyone was interested in being a part of the plan.

Meanwhile, folk are starting gettin' sick. Many who live in Heaven City have what's known as Angel Pox, and they believe it's on account of the terraformin' process. Sometimes there's a hitch in the terraforming of a planet and unique diseases crop up. Back on Regina, folk suffer from Bowden's Malady. On Angel, it's the Angel Pox, a nasty infection of the skin and lungs. The pox eventually causes the victim's skin to crack and bleed, and the lungs to fill up with blood. It takes years to pick up the Angel Pox, so it's not as common as Bowden's Malady, but for most folk, once you've got it, you're stuck. Medications that can treat the symptoms and stop it from getting worse are hard to come by, but a cure ain't nothing but a rumor. As the natives say, there's always a little bit of Angel in you wherever you go.

Truth is, Astrolabe caused Angel Pox. Their manufacturing process, which is cheaper and faster than most other shipbuilders can manage, leaches toxins into the environment; repeated, prolonged exposure causes the Pox. Key employees of Astrolabe are given regular meds to make sure they don't succumb, under the guise of inoculations or other routine medical checks.

Wun knows the secret of the Pox and that there is a cure, but she can't convince her superiors it's worth spending the extra money to mass-produce it for local employees or the other Heavenites.

She fights to improve the economy of the area, whether the natives like it or not. For the few folk reluctant to be a part of the process, she hired "Gentleman" Jim Demidov as a "security consultant." If they pushed, he pushed back. Sometimes, folk got hurt. Most times, folk got out.

One of the stalwarts of Heaven City is Mercy Keeley, owner and operator of her family's business Phoenix Cruisers. Her twin brother Michael fought for The Alliance, and she doesn't know he's come back as a broken man. He and his crew do odd jobs for Wun, and he's not keen on a reunion just now.

Mercy is next on Wun's list of people she wants to absorb, and Wun is just starting to work on that plan when the Crew's ship falls out of the black and into this drama.

(if playing as the Serenity crew or Saffron, there's a few more mercenaries in the mix on account of their legendary reputations)

(< Secret Missions and Secret Endings for Firefly Online, Season 1 >)

[1] Secret Ending: Can't Stop River's Signal;

A unlockable ending that doesn't branch off to more seasons, but you can continue on in Firefly Online with branching off endings

(1) if you've already completed the single player campaign for Mal's crew, if you don't have the crew argue with River much(only once or twice through Firefly Online, Season 1), and if you have River in person deliver the final blow for taking down the Signal Wipers, you unlock this ending

(2) River sees the possibility of delivering the final blow...and decides that reprogramming the Signal Wipers to work under her for the greater good would take away the mass murder overkill; River nearly destroys the Signal Wipers and seem to "leave them for dead"; a month later...River has taken over the whole Verse with her android legion of Signal Code Red Troops before most anyone in either Blue Sun Alliance or Brown Sun Alliance could see it coming; River's takeover led to killing most of both Alliance militaries when they were about to try to stop her and killed only a few others caught in the crossfire; the Verse is a much better place now, but Mal's crew and their friends leave each other in little groups of friends over River's takeover(Saffron, Jayne, and Zoe side with River; Kaylee and Nandi side with neither side and go off on their own; and Mal and Inara side with Brown Sun Alliance because "it ain't war if they ain't shooting at you: Then it's just plain murder")

[2] Secret Ending + Secret Mission: Lenore's Second Coming;

A unlockable ending that can branch off to more seasons

(1) if you've played through the Serenity movie part of the single player campaign with two different characters(doesn't matter who), and if you leave a circuit board by Mr.

Universe's, Lexi's, and Lenore's graves, you can go through the secret mission to unlock this ending

(2) soon after the Signal Wipers are taken down, the Brown Sun Alliance or the Blue Sun Alliance traces a signal back to Mr. Universe's moon; everyone thought there's still nothing left back there since the Serenity movie, but Mal's crew or a city ship soon discover that was wrong(Mal's crew if playing as Mal's crew or Brown Sun Alliance city ship; Blue Sun Alliance city ship or Blue Sun Crete Class carrier ship if playing in Blue Sun Alliance)

(3) in the early stage of the Signal Wipers's plan, they restored Mr. Universe's moon and made a restoration of Mr. Universe's love-bot Lenore(through 3D printed robot parts and Mr. Universe waves collected across the Verse); hoping to use a reprogrammed Lenore as a weapon to help mass murder Mal's crew before even they could see it coming

(4) but Lenore was restored too well for the Signal Wipers to handle; she tried to destroy them, and so they quickly shut Lenore down; interestingly, the Signal Wipers didn't destroy her because they felt that she deserved to be more at peace than being destroyed at the hands of the Operative in the Serenity movie(in spite of Lenore trying to destroy the Signal Wipers themselves)

(5) (related to above) if Mal and/or Zoe have stayed on The Ruins of Shadow ending of Shadow Signals Gone Haywire into Firefly Online, Season 1 and beyond, there's a alternate take of why the Signal Wipers didn't destroy Lenore; the Signal Wipers couldn't help but admire both Lenore and Lexi for conspiring to try to end Blue Sun and The Alliance(but the Signal Wipers just assumed Lenore and Lexi had planned equally to try to end Blue Sun and The Alliance, even though in truth Lexi was really the one mostly planning for it all), the Signal Wipers felt that Lenore was more like them than she believes herself to be in light of this, and they planned to wake up Lenore again after taking over the Verse to give Lenore one more chance to join them(because, in a

morbid way, the Signal Wipers thought that Lenore would respect them more for successfully taking over the Verse “for a better Alliance”)

(6) after destroying five sleeper agent Signal Wipers on Mr. Universe’s moon, you find the restored love-bot Lenore lying on the couch and covered in wires

(7) (for Mal’s crew or Brown Sun Alliance(1)) you wake up Lenore and then talk to her; but most all the options are good ones since you’re playing as Mal’s crew or Brown Sun Alliance(reprogramming doesn’t come up as a choice because it’s absolutely unnecessary here)

(8) (for Mal’s crew or Brown Sun Alliance(2)) if you tell her you left a circuit board by her grave because you didn’t know what else you could give back, Lenore likes you more(and you get some lover points for her); if you tell her you’re not sure what to do about her, Lenore asks to please be left alone to go through Mr. Universe waves collected by the Signal Wipers(and you don’t see her again); if you’re one of Mal’s crew, Lenore already likes you quite a bit starting off(and you get a additional half the lover points you’d get for telling you you left a circuit board by her grave already[whether or not you choose that option])

(9) (for Mal’s crew or Brown Sun Alliance(3)) if you ask Lenore if the Signal Wipers restored Lexi too(and if Lenore at least likes you quite a bit at that point), Lenore will reveal that the Signal Wipers did restore the personalities and memories of both her and Lenore; but, the Signal Wipers only made a android body for Lenore because they thought Lenore was the best candidate for their plans(then they scrapped the idea of giving Lexi a android body after Lenore tried to stop the Signal Wipers)

(10) (for Mal’s crew or Brown Sun Alliance(4)) if you tell Lenore that that might still mean Lexi has saved a backup copy of her personality and memories on Mr. Universe’s moon, Lenore likes the idea and even helps you look on Mr. Universe’s moon(but this only works if you haven’t left Mr. Universe’s moon yet in this secret mission); after Lenore wires herself into Mr. Universe’s moon’s computer systems, she

finds a backup copy of Lexi's personality and memories hidden deep in the programming of Mr. Universe's restored backup signal unit(the same one Mal used in the original Serenity movie or Serenity: The All-Fired Cut to reveal the secret of Miranda to the Verse)

(11) (for Mal's crew or Brown Sun Alliance(5)) if you tell Lenore you'd like her to come with you(and if she at least likes you quite a bit at that point), she asks to first please be left alone to go through Mr. Universe waves collected by the Signal Wipers and then she'll go with you; you unlock Lenore as a playable character for free(she is heterosexual and attracted to people like Wash or Kaylee; she doesn't date or have sex with women, she isn't open to being lovers with herself, and will only go as far as massaging another woman[but she won't mind much joining in a threesome as long as she doesn't have sex with a woman])

(12) (for Mal's crew or Brown Sun Alliance(6)) if Lenore helps you find a backup copy of Lexi's restored personality and memories, she'll temporarily download Lexi's personality and memories into herself until she can restore Lexi's android body with building a new identical android body(whether you tell Lenore you'd like Lenore herself to come with you or not); you can also ask Lenore to let you talk to Lexi before leaving Mr. Universe's moon, and Lenore will be happy enough to let Lexi talk through her android mouth for a short time(whether you tell Lenore you'd like Lenore herself to come with you or not)

(13) (for Mal's crew or Brown Sun Alliance(7)) if Lenore agrees to come with you, if she has Lexi's personality and memories temporarily downloaded into herself, and if you're at least on fairly good terms with Lenore, Lenore will let you talk to Lexi more often for short periods of time through her android mouth until Lexi's android body can be restored; Lenore will also offer you a Cortex file with a helpful map for finding all the parts needed to restore Lexi's android body(not just a list of parts to get for rebuilding Lexi's android body)

(14) (for Mal's crew or Brown Sun Alliance(8)) for helping Lenore rebuild Lexi's android body, collect some wetwire and scrap metal across the ruins of Shadow from ship wreckages, collect some wires and scrap metal from some junkyards on Disraeli, collect some wetwire and computer disks from Persephone, collect or buy at least a few android parts(whether in a scrapyard or not), and then deliver all the parts along with some mechanic tools to Lenore(but, if the mechanic tools have been borrowed from a mechanic, it's probably best to return these tools to that mechanic after Lenore is done with using them)

(15) (for Mal's crew or Brown Sun Alliance(9)) if Lenore is on your crew(or a player character for you on another crew), if she rebuilds Lexi's android body, and if you're at least on fairly good terms with Lenore, Lenore would be happy to introduce or reintroduce you to the fully restored Lexi(depending on if you already played through the Firefly Online single player campaign episode Shadow Signals Gone Haywire or not)

(16) (for Mal's crew or Brown Sun Alliance(10) if being introduced or reintroduced to Lexi goes fairly well, then Lexi is unlocked as a playable character for free(she is heterosexual and attracted to people like Zoe, Inara, or Mal; she has a very sarcastic sense of humor and is at first quite suspicious with anyone new to the point of sounding cold, has a gentler side, she will for anyone who is willing to listen to her be overall more gentle with her words and be completely honest, she isn't open to being lovers with herself, loves to listen to stories about threesomes rather than joining in in them[she isn't picky about that], and strongly prefers for herself one lover and not two[but, so long as her lover doesn't ask her to have sex with others, she wouldn't turn down a open relationship with her lover])

(17) (for Blue Sun Alliance(1)) if you reprogram Lenore and then wake her up, she either kills you first or you have to wipe out her original programming to save yourself; if you wipe out her original programming, she is taken back to Blue Sun Alliance and

recycled into android parts(but you get a extra custom made android player character for free)

(18) (for Blue Sun Alliance(2)) if you sell Lenore, you get eight hundred thousand credits and that's all; if you destroy Lenore, you get a million through The Alliance and that's all

[3] Secret Mission: Ghosts of Beylix;

it doesn't branch off into a secret ending though(very self contained)

(1) if you've played through the A Dying Wish episode part of the single player campaign, if you've taken at least one picture of River's diary entries collection of all the thirty five townsfolks's dying wishes and hopes with Kaylee's camera at the end of the aforementioned episode part, and save these picture(s) on the camera's computer disc, you can unlock this secret mission

(2) if you put these picture(s) into a computer, a Cortex screen, a Alliance dedicated Source Box, or modified dedicated Source Box(via the camera's computer disc), you can view all of River's diary entries collection of all the thirty five townsfolks's dying wishes and hopes; one of them reveals a dying wish that leads you back to Beylix to recover a sunken computer disc

(3) if you fly your ship to Beylix, have your player character(s) get into a EV suit(s), dive into the waters of Beylix, swim through the ruins of the sunken Eshicks Lasers factory, successfully swim around three powerful ocean waves while there(which are strong enough to kill a player character instantly if hit), and you'll find the sunken computer disc still in a cracked glass case(but it's still intact)

(4) if you put the computer disc into a computer, a Cortex screen, a Alliance dedicated Source Box, or modified dedicated Source Box, you unlock a EP music CD called Ghosts of Beylix with four choir music tracks on it(two are haunting and two aren't), a big photo gallery of countless folk from across the Verse having big community

funerals for all the townsfolk who died on Beylix, and a lot of Firefly fans from Fireflyfans dot net having signed under their usernames on a parchment paper that says "we've done all of what we could to save the people on Beylix. They're flying in heaven knowin' we did good in the end by them, and that makes us mighty."

(5) the player can download all of the files from the computer disc to listen to later or look at them over a computer, Cortex screen, or a almost watery screen from a Source Box; but, all gameplay completely pauses around the same player while playing the audio(gameplay only resumes after pressing the stop button literally on the Cortex screen)

[4] Secret Ending + Secret Mission: Can't Stop Kaylee's Signal;

A unlockable ending that can branch off to more seasons

(1) if you've already completed the single player campaign for Mal's crew, if you keep Kaylee as far away from the Signal Wipers as possible in-game, if at least one player character of yours is on good terms with Kaylee and River, if you have both Kaylee and River(or a reader player character on par with River) on your crew, if you capture at least one Signal Wiper from a earlier mission(in Firefly Online, Season 1) and keep it turned off, and if you ask Kaylee to try to work with River to turn off the Signal Wipers en mass, you can go through the secret mission to unlock this ending

(2) it doesn't work right away; so some members of the crew have to go down and fight the Signal Wipers anyway to keep them busy; but, in that time...River reads through the data from the turned off Signal Wiper

(3) and with Kaylee's instrumental help, River(or a reader player character on par with River) turn off the Signal Wipers en mass; but, as the Blue Sun and Brown Sun Alliances are reporting on private wave, it only worked within Sunner range of your crew

(4) with the key most Signal Wipers turned off, the still active Signal Wipers tactically retreat further into Persephone to plan their next moves to try taking over both Alliances again; but, on the plus side, Kaylee and River(or a reader player character on

par with River) manage to reprogram the Signal Wipers a little so that they'll at least hear you out first before trying to attack you

(5) the first part of the secret mission is really trying to convince the reactivated Signal Wipers to join you against the other Signal Wipers or having to kill them before they kill you; which is very dependent on who your best diplomatic(or love points raking up) member(s) on your crew are(but failing on any of the first three diplomacy dialog options is enough for the Signal Wipers to attack you since they usually really hate Mal's crew, Blue Sun Alliance, and Brown Sun Alliance)

(6) if you succeed at convincing the reactivated Signal Wipers to join you against the other Signal Wipers, they become allies against the other Signal Wipers in Persephone(the second and last part of the secret mission); but there's a big catch

(7) as it turns out, some of the few Signal Wipers on the outskirts of Sunner range of the crew have wave buzzed the same backdoor River(or a reader player character on par with River) slipped into the reactivated Signal Wipers as soon as they wave buzzed the reactivated Signal Wipers within Sunner range to check on their android systems; and so the other Signal Wipers have wiped the backdoor clean from their network(making it impossible to just turn them off)

(8) but, the reactivated Signal Wipers also tell the player this just happened and where exactly the other Signal Wipers have tactically retreated to; leading to a shootout that ends kind of quickly, all things considered; plus, the reactivated Signal Wipers become optional playable characters for your crew going forward as reformed ex-Signal Wiper android characters(but it can mean you have to swap or move another character(s) to another crew accordingly to make room on the crew for the reformed androids)

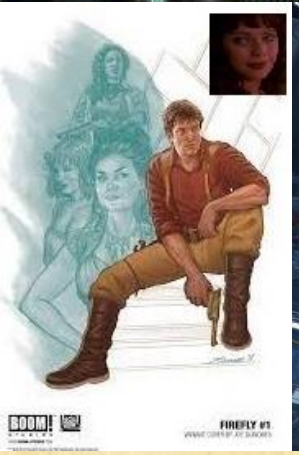
(9) reformed ex-Signal Wiper androids are moderately high level androids in-game starting off, with the capability still to just wipe out signals from the Cortex(unless a reformed ex-Signal Wiper android, River, a mechanic player character on par with Kaylee, or a reader player character on par with River counterattacks the signal wipe and

cancels it out); because reformed ex-Signal Wiper androids no longer have the same Verse wide network they had as Signal Wipers with them being no longer Signal Wipers

(10) if you don't succeed at convincing the reactivated Signal Wipers to join you against the other Signal Wipers, then they attack you and you have to kill them before they kill your whole crew; the Signal Wipers, believing they still have the upper hand, taunt you into coming to Persephone for the shootout

(11) (alternate finale for Can't Stop Kaylee's Signal(1)) the shootout on Persephone is much harder without the reformed ex-Signal Wiper androids on your side; but, the mission does let you call upon pretty much every alive recurring character and member of Mal's crew left to come down and help fight back against the Signal Wipers to even the odds a little(even if they aren't already on your crew to begin with);

(12) (alternate finale for Can't Stop Kaylee's Signal(2)) after delivering the final blows to the Signal Wipers, all recurring good or neutral characters at this point in-game can become playable characters for free(Wash and Book included; in light of already getting to find Lenore and Lexi in the secret mission Lenore's Second Coming in Firefly Online, Season 1 instead of in the alternate finale for Can't Stop Kaylee's Signal, the secret mission Lenore's Second Coming is the only mission where you can unlock Lenore and Lexi as playable characters for free) + all good boy and girl whore characters from the episode Heart of Gold Revisited; but it can very well mean you have to swap or move another character(s) to another crew accordingly to make room on the crew for them, and any not alive recurring character appears in-game as a low level android duplicate of said character(aside from the same health bar as a android, they're pretty much not androids; they can respawn once in the same mission before dying, unlike other player characters(which evens out their health bars in a morbid kind of way))



Firefly Online, Season 2

(< Comings and Goings >)

[1] the main plot for Firefly Online, Season 2(Season 4 for the series as a whole)

after taking down the Signal Wipers, both Alliances took four months to rebuild themselves; meanwhile, the Blue Sun Corporation has come up with a devious way to mind control townsfolk and citizens in both Alliances

--> the Blue Sun Corporation is making headsets called Private Line Brainsets that come with fold out goggle lens to give everyone much appreciated privacy for watching and listening to movies, TV, and music on their Source Boxes(but also tap into their brains with neural conditioning much like The Academy's neural conditioning of River[for whenever the Blue Sun Alliance or the Blue Sun Corporation wants a mission done for them; more on that part down below])

--> (for most missions for the Blue Sun Alliance or the Blue Sun Corporation for this season of Firefly Online; under mind control of the Private Line Brainsets)

like getting a gun from one of the Blue Sun Alliance's contacts by giving them the password to let them know they're with Blue Sun, finding and assassinating a criminal in The Brown Sun Alliance, dropping the gun on the ground, running off, and returning to his or her home for a neural memory wipe through the Private Line Brainset, and then taking them off with no memory of what just happened and going back to normal

--> the Cortex beacon relays for Private Line Brainsets are Diamond Quantum Cores; the original plan from Blue Sun was to just have handheld communicators called Diamond Quantum Core Blue Sun Specials(like they originally appeared in the Firefly Boom! comics), but people in focus testing thought Private Line Brainsets were better(even with Blue Sun being very selective about their focus group)

[2] in the wake of the Serenity movie and fallout from the Signal Wipers, The Blue Sun Alliance has been considerably low on Alliance Operatives; so, out of desperation to find and train new Alliance Operatives to go after the Brown Sun Alliance, they turned to The Blue Sun Corporation for help(leading to the Private Line Brainsets to begin with)

[3] River of course is the first person to catch the signs of neurological conditioning in others

--> and with the Serenity crew's + the Jib-eseo Nolda Cobb crew's help, they try to infiltrate Blue Sun Corporation's main headquarters to put a stop to their plans for good; while assassination attempts coming up like mad across both Alliances, and politicians and Alliance police on both sides struggling to hold the peace together within their own borders

[4] the planet Ghost is the new main headquarters for Blue Sun in Firefly Online, Season 2; after the Blue Sun Skyplex was destroyed by the Signal Wipers

--> more on the planet Ghost(from the Firefly RPG book Smuggler's Guide to the Verse); excerpt on Ghost from this RPG book here

The second stop on the Good Shepherd's Run is also one of the most dangerous. If datafiles found on the Cortex are to be believed, not much happens on Ghost. The capital city, Shinzen, is large by non-core world standards, but still not as big as Ariel City. Most of the planet's population lives in Shinzen, while the rest are scattered throughout dozens of tiny settlements: farming collectives, factory towns, and small villages and hamlets clustered together. The rest of the folk on Ghost fly in from elsewhere to work for the Alliance or a corporate facility and live in temporary housing.

Corporate labs on Ghost develop all kinds of things, and many of those inventions are designed under [Blue Sun] Alliance contract. Most, if not all, of those items can't be bought or shipped: they're high military, they're nasty, and they violate all kinds of human rights. The only way you're likely to come in contact with these black ops nightmares is if you're the conductor or the experiment. Either way, you might as well say good-bye to your families, because people who settle on Ghost have a tendency to disappear.

On Ghost, the [Blue Sun] Alliance has considerable and direct oversight of the corporate research labs, the spaceport, and Dao Mei Station in particular. Lately, they've also taken an interest in the Trans-Ghost Railway. COmantix may be the big player on Ghost, but they answer to the [Blue Sun] Alliance. While the government ain't afraid to extend reminders of who's really in charge, so far its agents are comfortable with the way COmantix is running affairs.

Among the natives, rumors constantly circulate about secret testing sites, but no one's offered any proof that one exists. If the rumors are to be believed, the sites include junkyards and bio-waste disposal facilities where the remnants of these experiments are lyin' around for the taking—all you gotta do is not get caught. True or not, these are dangerous stories to pursue.

More’n a few people have gone out looking and not come back, mostly because no one seems to care to investigate disappearances further.

On paper, there ain’t as many burials on Ghost as there are dead people. When a test subject has a bad, permanent reaction to a new drug, or when a doctor is thought to hold one too many secrets, they get kicked “downstairs.” Among corporate types, to be sent downstairs is a nice way of saying that person earned a one-way ticket to R & D. Sometimes, former subjects show up someplace else(sometimes even offworld) and kill a bunch of folk. When they’re out in the open, these subjects are quickly brought down by the Alliance and their bodies are cremated.

Rumors of cybernetic enhancements, genetic modifications, and portable Cortex implants go ’round now and again, but nothing of the sort has ever been proven. How subjects go from being a settler or researcher on Ghost to an assassin somewhere else is one more mystery.

If ’n you’re a smuggler who wants high-stakes action and intrigue, you can’t go wrong with the second stop on Good Shepherd’s Run. There’s a lot of folk who’ll pay handsomely for the secrets you’ll dig up here. Just be careful if and when you do!

[5] new multiplayer game mode: Firefly Resident Resistance;

self contained, but strikingly similar to Resident Evil 3 Remake's multiplayer mode Resistance(because Firefly Online is good at screwing around with it's own rules, even so far as bending in well hidden pop culture references)

(1) you unlock this multiplayer mode just by beating Firefly Online, Season 1; it's automatically available when starting up Firefly Online, Season 2

(2) can choose for resistance players or criminal mastermind(s) your characters vs. characters in Mal's crew, recurring characters, a character from Mal's crew or a recurring character vs. the same one, any of the other characters with guns Mal's crew have come across before from the Firefly TV series(even from The Alliance), or vs. a android version of a non-android character(that's moderately harder to beat with the upgrades and downgrades of a android character); but limited to five to nine resistance players and one to two criminal masterminds in each Firefly Resident Evil Resistance match

(3) criminal mastermind(s) get a free limited toolbox from the Spinversing package; limited only toward creating a Skyplex, a warehouse complex, or a patch of desert planet side and just as big as a Skyplex or a warehouse(everything is otherwise just as customizable as in the Spinversing mode)

(4) if there's two criminal masterminds, they have to however begrudgingly work together against the resistance players(in a back and forth fashion for each mastermind action); because masterminds can't fight each other in this game mode, no matter how much they might want to later

(5) criminal masterminds can drop in enemies and traps either before or during a Firefly Resident Resistance match; they can only select one(to keep some fairness going); they also can't just drop in terrain or directly change the map during gameplay(also for keeping some fairness going)

(6) there is no random ammo drops; they can only be found off of dropped enemies or in dropped crates dropped by a criminal mastermind(s)

(7) resistance players can be as co-op or free for all as they want, but going up against two criminal masterminds is harder without a full team of resistance players working together

(8) you beat the criminal mastermind(s) by finding the hidden key to the trapdoor that leads to the control room(which is hidden by the criminal mastermind(s) themselves on a shelf, on a dropped enemy's person, etc.) and fighting the criminal masterminds themselves; complete with a fully customizable control room for a Firefly Resident Resistance match

(9) no dying or being taken in by The Alliance for resistance players or criminal masterminds(just take downs); but can kill dropped in enemies

(10) you don't get Platinum or credits for winning a Firefly Resident Resistance match; but, for every match you win in Firefly Resident Resistance, you get to keep a in-game snapshot of the final hit on a criminal mastermind(s) as a poster to show off in the bunk(s) on your ship(which in turn can slightly affect characters's view of your crew in game and optional advice from Amiibo figure(s) character(s) you have as you play)

(11) showing off the posters limited to five posters at a time per bunk, but you keep all the posters you win in a inventory

(12) for winning at least one match in Firefly Resident Resistance as a resistance player or criminal mastermind, you also unlock six parody playable characters of the Resident Evil 3: Resistance characters; playable both in and out of Firefly Resident Resistance mode as well, but crew room on your crew is also a factor

(13) (related to above[1]) Samuel Rock(looks more like The Rock), December Van Saintly(looks more like Annalee Call from Alien: Resurrection, with white fluffy lined winter styled preacher robes and a bible styled black market prototype dedicated Source Box), Valorie Harmony(looks more like Daphne from Scooby Doo, likes to randomly play the harmonica for some reason, and is a doctor who carries around a sonic rifle[not a chemist]), Tyron Luke(looks more like Luke Cage, and randomly smokes a cigar for some reason), Becca Sullivan(intentionally wears the same clothes as Emily Sullivan from the

2006 TV series Jericho, and randomly shoots a fallen enemy again to make sure they stay down), and Martin Saladfly(intentionally wears the same clothes as Marty McFly from Back to the Future, and randomly skates around on a pink hoverboard from some reason)

(14) (related to above [2]) they all have the same special abilities of the characters they're parodying from Resident Evil 3: Resistance(just slightly modified to fit best with Firefly Online game mechanics); and any of them can be either a resistance player or a criminal mastermind

[6] more on factions for Firefly Online, Season 2

FACTION NAME: The Teahouse
NOTES
• A mysterious shadow group of influential Trader's Guild members
• Secretive nature indicates high-risk piracy endeavors

(1) **THE TEAHOUSE**

(for Firefly Online, Season 2)

The Teahouse is a clandestine offshoot of the Trader's Guild. A shadow group of influential Trader's Guild members formed the Teahouse to use their legitimate channels and influence to run illegal smuggling operations.

The very existence of the Teahouse has yet to be substantiated by Trader's Guild investigators, though they are closing in. As a way of distancing themselves from incrimination, the Teahouse favors outside contractors with no previous or standing Trader's Guild contracts to move their goods. The vetting process for acceptance into the Teahouse will likely involve dangerous acts of piracy.

(2) **Feng Wholesale Arsenal**
(for Firefly Online Season 2)

There are many purveyors of civilian-class weaponry in the Verse. As with most things, some are better than others, but those better ones are likely more expensive and more scarce. And the only thing worse in a fight than having a poor gun is having no gun, which goes a long way toward explaining the popularity of weapons from Feng Wholesale Arsenal.

The leading name in affordable weaponry, Feng provides inexpensive weapons to a vast clientele on both border and frontier worlds. Though cheaply-made, pioneers of the

rim worlds appreciate the utility of Feng products, which are heavily-constructed and can double as hammers when the need arises.

Their style is contemporary, manufactured with shoddy materials and craftsmanship. They look like well-worn knockoffs of better weapons. Whatever you can say against a Feng, you can say this for them: They are cheap and plentiful, use the most commonly available conventional ammunition, and you'll still be just as dead when you get shot point blank by one.

One of Feng's most popular guns is its Max 88 automatic rifle. Called "The Arbiter" by Feng's marketing department, the Max 88 has certainly ended more than it's share of arguments. It is the cheapest full-auto rifle you're likely to find, which helps make up for it's mediocre specs, poor accuracy and tendency to jam. And while a stock Arbiter may not be anything to brag about to your buddies, it's standard parts and low cost have made it one of the most popular guns for modding.

If you ever get your hands on a stock Arbiter, you got yourself a truly rare find. Most get their barrels, magazines, chambers or sights replaced the minute they come out of the box. When you buy an Arbiter, be sure to check the specs. You might be getting a much better weapon than you bargained for – or much worse. Even if you do get stuck with a "turkey", it's good to know you can always do a few choice mods to knock it into shape, or just sell it to some other poor sap. In either case, best to ensure at least one of your crew has weaponsmith savvy.

(< Possible Episodes for Firefly Online, Season 2) >)

[1] from Firefly RPG Game Corebook;

under Further Adventures for mainstream episodes

--> (<Bushwhacked>);

Another Alliance Favor(to combine with Peace No More?)

--> (<Our Mrs. Reynolds>);

Return to House Zhaojun(a haunted house version of it, with the Priestess having gone missing and the Companion House from someone else's history instead of Saffron's(from Companion Police Officer Marlon Collin's history); move to early season episode for Firefly Online, Season 2)

--> (<Trash>);

Free-For-All(to combine with the battleship/ark episode Into the Erebus[see under [2] for more info?); move to late season episode of Firefly Online, Season 2)

--> (<The Message>);

Peace No More; change to Peace No More?(to combine with Another Alliance Favor; move to late season episode of Firefly Online, season 2)

--> General Elijah Bunting was Zoe's commanding officer for roughly six months in the Unification War before Zoe was transferred to the 57th Overlanders for outstanding performance, and Mal and Zoe ended up fighting together against The Alliance through the rest of the Unification War

--> around the time of the Battle of Serenity Valley, General Elijah Bunting realized the Unification War was about to end with a stalemate at best; but, determined to

win the day for the Browncoats, General Elijah Bunting got a regiment of Browncoats together and fell back for the planet St. Albans

--> he thought they could make a stronghold in one of the caves on St. Albans and build a turret there; most all the other Browncoats called him crazy

--> General Elijah Bunting's newer regiment found a good cave for a stronghold; but, a avalanche came down and sealed the cave shut on them

--> everyone else assumed they were dead, since they didn't get a signal out for years; but really, General Elijah Bunting and his regiment came back down the mountain to seek medical help from the community on St. Albans for long time exposure to the winter cold

--> they left behind their brown coats half a mile away from town, and passed themselves off as poor travelers to hide from The Alliance for more than six years; General Elijah Bunting and his regiment have been gathering a lot of credits and resources together over the black market over the years until a good day comes to sneak attack The Alliance and cripple them for good

--> (related to above) with General Elijah Bunting and a good number of others in his regiment not realizing The Brown Sun Alliance and The Blue Sun Alliance aren't the same Alliance

--> and Rose Wilcox from Another Alliance Favor is one of the key members of General Elijah Bunting's regiment, trying to assassinate high ranking members in both Blue Sun Alliance and Brown Sun Alliance; to clear the way for General Elijah Bunting's regiment to take over Blue Sun Alliance or Brown Sun Alliance(again with General Elijah Bunting and a good number of others in his regiment not realizing The Brown Sun Alliance and The Blue Sun Alliance aren't the same Alliance; but Rose Wilcox does know they're separate Alliances, and doesn't care either)

--> but with how long they lived mostly in peace with the locals on St. Albans, everyone in General Elijah Bunting's regiment are having plenty of second thoughts

about their operations; not wanting to lose their friends on St. Albans or wanting to lose to The Alliance(s) all over again(even Rose Wilcox is in that same boat herself; but she really doesn't want to admit to it, even to a fellow Browncoat)

[2] from the Can't Take The Sky From Us Companion Book, Volume 2

--> Into the Erebus(a late season Firefly Online, season 2 episode)

[3] from Firefly RPG Book Things Don't Go Smooth;

<1> under adventure ideas from Scary Run-Ins with Reavers section

--> (<Bad Trail, Bad Horse>); for a early season episode of Firefly Online, Season 2

The crew is hired to follow a ship that was lost smuggling a valuable cargo of expensive and vital medicine. Unfortunately, when the crew gets the flight plan, it turns out the ship was flyin' just inside Reaver space to avoid the [Blue Sun and/or Brown Sun] Alliance. Whoever was on that boat, is powerful wicked and is a wanted criminal for crimes so illegal even folk like Mr. Niska won't talk about it. What happens when a pair of [Blue Sun and/or Brown Sun] Alliance cruisers shows up and offers the crew assistance to capture that wanted criminal? Can the crew locate the lost ship before a roaming pack of Reavers discovers them? And, most importantly, will the [Blue Sun and/or Brown Sun] Alliance declare the crew to be big damn heroes for tracking down the 'Verse's most wanted?

(Honey McCoy + a mercenary the bad guys for this episode)

<2> under full-length adventures in Firefly RPG Book Things Don't Go Smooth

--> (<Merciless>); a episode for Saffron and Jayne, or for Saffron with someone else for Firefly Online, Season 2

Merciless takes the crew to the planet Ariel to conduct a thrillin' heist for a client named Zan Chui. The majority of the action happens inside an Earth-That-Was exhibit: The perfect place for crews to conduct a little crime and for a GM to test-drive scene and location Trait dice and triggers too. Why would the crew break into the secure Allied Planetary Museum on Ariel? Turns out, Alliance-friendly folk[either from Blue Sun Alliance or Brown Sun Alliance] and former Independents may want a piece of the action. In this "Trash" episode styled adventure, husband-and-wife team of Quon Chui and Zan Chui once offered aid and comfort to Browncoats during the War, helping them out in ways financial

and physical. Rumor has it that the Chui's even used their considerable land holdings as places for rebels to lie low when they found themselves trapped behind Alliance-held lines.

After the brutal Battle of Prospero, the 57th Overlanders, among them Sergeant Mal Reynolds and Corporal Zoe Alleyne, took refuge at a Chui-held house.

But... During the latter days of the War?

Quon had a change of heart when he saw The Alliance were likely to win. No matter how much he tried to convince Zan "to see reason", however, his wife continued to support the Browncoats: Even after the tragic Battle of Serenity Valley. Once the War was over and The Alliance started asking too many questions, Quon quickly asked his wife for a divorce to save his own skin and massive holdings. Eventually, the Alliance's interest in what the Chuis did during the War faded: Thanks to Quon's generous donations.

Though the divorce was surprisingly amicable, Quon thinks his ex-wife is too powerless to fight back against him. He's taken most of their holdings in the divorce, and feels his status with The Alliance is more important than his relationship with other people. Truth is that Zan knows all her ex-husband's quirks, and has been planning her revenge for a long while.

The prize she wants? A family heirloom she desperately wants back in her possession: The last Ming vase. Zan has asked Quon outright for the vase, but he won't return it. To him, that priceless artifact is payment for all the credits he's spent restoring his good name and keeping the feds off their backs.

Zan hires the crew to break into an incredibly secure museum filled with high-tech traps, armed security guards, and locks that can only be opened by answering bizarre trivia on Earth-That-Was. The crew'll also have to avoid a run-in with The Alliance, deal with the museum's talented chief of security, and outwit a rival thief who has her own designs on the artifacts.

(Charlotte Du Bois and some of her girls appear as the rival thieves; a idea from the Casting Call for this full-length adventure[Merciless] for a alternative antagonist(s))

Charlotte du Bois: Though Charlotte tends to stick close to her home base, she's also an opportunist and pragmatist. Not only does the museum offer her and her trainees the chance to hone their skills on an Alliance-run world, should they succeed in taking any Earth-That-Was artifacts, Charlotte will find a way to make the most of their ill-gotten gains.

--> (related to above) it's also because Charlotte Du Bois would love to catch Saffron with her pants down at least once to prove she's "the real mercenary queen around the Verse" and not Saffron(even though Saffron never referred to herself as a mercenary queen)

(< Secret Missions and Secret Endings for Firefly Online, Season 2 >)

[1] Secret Mission: Before The Wolves Came Out;

it doesn't branch off into a secret ending though(very self contained)

(1) if you go to Atreus, if you go up to the top of one of the highest warehouse like house complexes to look at the dark side of one of Atreus's two reddish looking moons(a easter egg in itself of the episode Twin Red Moons), and if you check the Cortex for new jobs on Atreus, you can unlock this secret mission

(2) you find a wave on a job offer on the Cortex to "capture and transport large, feral dogs in order to sell them to a dog fighting ring on a dark moon"; it's the original version of Alan Tudyk's episode idea for the dogs chasing the crew(as a secret mission to play through)

(3) go to a black market store for animals on Atreus, and you can buy a dog pheromone spray can(mostly bright yellow) for thirty to twenty credits per can

(4) have at least one of your player characters spray some on himself or herself, and small sized to medium sized stray dogs will start appearing at random on the streets of Atreus; but, a lot of the stray dogs won't stay for long on the streets(because of all the hired guns and thugs walking around on the streets on Atreus[they scare most dogs away with their presences])

(5) if you go further out to the outskirts of the towns on Atreus(with plenty more junkyards and storms), you'll find medium sized to large sized feral dogs appearing at random in packs of seven to ten; get close enough to one of them, and you can fight the feral dog pack to defeat them(not kill them; they'll retreat out of sight if a gun is shot at them)

(6) you have the option to have Jayne or River join you on the secret mission, but you can't have both of them join you; because Jayne and River have very different views on the secret mission, and it really wouldn't work out for them both to be on the secret mission with you(River wants to tame the dogs, and Jayne doesn't think the dogs can change what they are)

(7) if River joins you, you don't have to fight a feral dog pack; if everyone on the secret mission has sprayed dog pheromone on themselves(including River herself), River can just tame the feral dog pack for you(as a playable character or AI run; but as a playable character is harder to pull off here)

(8) after defeating the feral dog pack, you have two options; you can either tame them and have them join your crew(only room for one dog pack on a ship though), or get ten times more credits than the job from the dog fighting ring was offering by being part of a sting operation for either The Blue Sun Alliance or The Brown Sun Alliance to put the dog fighting ring out of business(and you still keep the initially offered ten thousand credits for seeming to at first just be doing the job for the dog fighting ring in addition to a hundred thousand credits)

(9) if the feral dog pack joins your crew, then the primary player character who tamed them can have the option to have them fight for him or her; if you switch over to them just before the shootout or the brawl is over, the feral dog pack can deliver the final blow from five to ten enemies in a short AI generated action(but, if that player character is a powerful reader or a powerful preacher, this attack replaces that player character's final blow attack in-game[so may not be so good of a idea to choose to give that final blow attack to a preacher character or a reader character])

[2] Secret Mission: The Westlake Run;

it doesn't branch off into a secret ending though(very self contained)

(1) if you find a map of the Westlake in one of the colonists's quarters onboard the battleship like colony, if the generational ark is at least structurally intact and with most

of its systems running on emergency power after the battleship like colony mission is complete, and if you check the Cortex on the generational ark's Central Bridge afterwards, you can unlock this secret mission

(2) you find on the Cortex the most recent waves of some of the colonists; scroll past two, and you find the last wave from the same colonist who has the map of the Westlake in his quarters

(3) it reveals to you he also has a model ship of the Westlake he gave to the captain as a gift, along with the legend of the Westlake itself(from the Firefly RPG campaign book Ghosts in the Black by Robin D. Laws)

(4) if you check the top drawer of the captain's desk in his office with the captain's key(dead or alive), you'll find the toy model of the Westlake along with a dusty more steampunk styled Private Line Brainset(this special Private Line Brainset is never given a explanation; it's just there to make no sense in-game because it's cheap and it's kind of funny)

(5) if the captain is still alive and on good terms with you, he'll put out the toy model and the dusty more steampunk styled Private Line Brainset on his desk for you instead if you just ask him if you can see it; if a player character of yours is good at being stealthy though and doesn't get caught, you can also steal the key from the captain while he's sleeping

(6) if Saffron is at least onboard after the battleship like colony mission(on or off your crew), two dusty more steampunk styled Private Line Brainsets instead of one appear; if River is onboard your crew, two dusty more steampunk styled Private Line Brainsets instead of one appear; if Saffron is only onboard after the battleship like colony mission, only one dusty more steampunk styled Private Line Brainset instead of two appear

(7) (related to above[1]) you have the option to have Saffron or River join you on the secret mission, but you can only have two on the secret mission(so unless you want to

play as River, River and Saffron on the secret mission together won't end up working[you otherwise can only pick one of them to join you on the secret mission]); you also can pick any one or two members of your crew(but if you only have one dusty more steampunk styled Private Line Brainset appear for the secret mission, it's of course limited to one member of your crew)

(8) (related to above[2]) Saffron is either a ally or a enemy on the secret mission if you have her join you on the secret mission; if you were fighting Saffron in the battleship like colony mission, she acts sweet at first only to be a enemy on the secret mission(regardless of if she's a ally of yours or not); if she's a ally for you or neutral toward you though(and if you weren't fighting her in the battleship like colony mission), she bluntly leaves it up to you to pick if she's a ally or a enemy on the secret mission(because she can go either way)

(9) if you put the dusty more steampunk styled Private Line Brainset(s) on and turn it or them on, you start up the secret mission

(10) it's a arcade game version of the prelude to The Big Dark chapter of Firefly RPG campaign book Ghosts in the Black by Robin D. Laws, where you fight the security bots with a replica(s) of Mal's shotgun; complete with 16-bit video game graphics and sounds; if you're playing with two characters though, the security bots are each armed with a laser to make things just as challenging(as though with playing in one player)

(11) destroy all or most of thirty three flying security bots(or if Saffron does first), and you see your high score(four points for every security bot destroyed); Saffron's or River's high score can appear as well, (if picked Saffron and/or River; depending on who you picked to join you in the secret mission)

(12) if you picked one and/or two members of your crew and/or Saffron as a AI run character to join you in the secret mission, you get as many extra lover points with them as your high score after it's divided by ten; unless Saffron is a ally of yours just prior to the secret mission(there is no extra lover points with her); unless you just played

as River and Saffron(no extra sexual points or lover points with either one, since they aren't into each other sexually or romantically)

(13) you also get a free replica of Mal's shotgun to trade for credits or keep(per player character in the secret mission), and a corny message saying "What? You thought there'd be shortcuts for Ghosts in the Black? Sorry, but no. Play it for yourself or DM it yourself to find out."

(14) then, in a flash of light, you return back to the captain's desk with the toy model and the dusty more steampunk styled Private Line Brainset(s) on the desk(almost like it never happened); but, you can choose to trade the dusty more steampunk styled Private Line Brainset(s) for three thousand credits each or keep them

(15) if you keep the dusty more steampunk styled Private Line Brainset(s), you can have another go at the secret mission for a higher score on your ship later(with pretty much the same rules from earlier[only with the added option to have a lover of the same player character who owns the dusty more steampunk styled Private Line Brainset(s) to join you when playing as that same player character]); but, the dusty more steampunk styled Private Line Brainset(s) burns out shortly after taking them off after the second time you go on the secret mission(and you can't use them again or trade them for credits afterwards)

[3] Secret Mission: A Dust Devils Guns Collection;

it doesn't branch off into a secret ending though(very self contained)

(1) if you find and take some armor piercing shells in a corporate military weapons research lab on the planet Ghost or on the planet Persephone, you can unlock this secret mission(whether or not Mal and/or Zoe stay on The Ruins of Shadow ending of Shadow Signals Gone Haywire into Firefly Online, Season 1 and beyond)

(2) next to the glass covered Cortex screen showcasing some slides of making a armor piercing shell, you'll find some clues for unlocking four Dust Devils rifles and also find the private line for ordering more armor piercing shells over the Cortex for them; the

Blue Sun executive on the other side won't ask questions the first time you use the private line for ordering as many armor piercing shells as you want, so long as you have enough credits to afford it; but, try to reach the private line a second time, and all you get is static(Blue Sun by then will have killed the Blue Sun executive that you talked to earlier and have ended the private line for good[so planning out how many armor piercing shells you'll want before then is good])

(3) all four clues are red to blue to yellow crayon drawings, showing hidden areas circled in red or yellow with question marks around them(but they're somewhat cryptic and blobby drawings); if you're on at least fairly good terms with the Serenity crew or Saffron, you can ask one of them for help on pinpointing what planets these clues point to(but Saffron on this will try at least once to rip off your player character for fun with asking you to give her five hundred thousand credits in exchange for interpreting the clues for you, whether she's a close friend, a lover, or not); if you ask a random Graycoat or a random Blue Sun therapist(or psychologist) for help in interpreting these clues, they'll only help you if you offer a hundred thousand credits per picture(yes, some Graycoats[but not all Graycoats] like to rip you off)

(4) after figuring out what these clues point to, you find out one points to a camouflaged gray drawer on the side of the cargo hold on Serenity(which means if your player character is allied with the Blue Sun Alliance, it is going to be hell to try taking a Zoe's Dust Devils rifle out of this drawer without the Serenity crew killing your player character first), one points to a camouflaged black drawer in the side of a wrecked dresser that fell from a wrecked ship to crash land on the ruins of Shadow, one points to a camouflaged drawer on the other side of a shooting gallery on Li Shen's Bazaar, and one points to a very light blue camouflaged drawer in the wall of the staff lounge of a all too certain classified and presumably closed up medical Blue Sun facility from the episode Like Well Water(which means if your player character is allied with the Brown Sun Alliance, asking the Serenity crew for help in finding its location is not the hardest part;

but, it is going to be hell to try taking a Zoe's Dust Devils rifle out of this drawer without the Hands of Blue killing your player character first, just because some Hands of Blue have nothing better to do)

(5) find one to four of Zoe's Dust Devils rifles, and you get to keep them for your crew

(6) but, if you try to sell the Zoe's Dust Devils rifles you unlocked in this secret mission, there's a big catch; because of the Blue Sun executive from earlier you talked to on a private line in this secret mission getting killed by Blue Sun for mistaking you for another Blue Sun executive, The Blue Sun Alliance will quickly send their authorities to try to arrest or try to kill your player character(no matter what Alliance your player character is affiliated with around this time), thereby instantly tracking the player character through built-in Blue Sun tracers in the armor piercing shells bought from the aforementioned killed off Blue Sun executive, and freezing the transaction over the Cortex or at any meeting place on a planet(because of those tracers making it all too easy to pinpoint that part too for Blue Sun)

[4] Secret Ending + Five Secret Missions: Can't Stop Mal's Signal;

A unlockable ending that doesn't branch off to more seasons, but you can continue on in Firefly Online with branching off endings

(1) after getting the main ending for Firefly Online, Season 2, you automatically unlock four secret missions; if you complete all four of these secret missions(Doctors On the Run, Gold in Them There Mines, The Sheriff Station Robbery, and Slaughterhouse Run), you can go through the fifth secret mission to unlock the secret ending

(2) (related to above[1]) the catch though with the first four secret missions is that most of the whole Serenity crew is scattered across the Verse on all these missions roughly at the same time(only two certain central characters aside from River can be on any of these missions, unless you have a player character duplicate with another player in

co-op or a AI run duplicate from another crew or not on a crew coming along; and only three player characters in total can come on any of these missions, including two certain central characters)

(3) (related to above[2]) Doctors on the Run(mostly based off of a previously scrapped idea for Inara's backstory from the Firefly comics from Dark Horse Comics);

--> A high ranking Commander and secret informant for the Independents from the Unification War named Trevor Kandel, who still has to this day been a client for Inara, suddenly has gone missing for days

--> but, it's only now that Inara has found out this client was a secret informant for the Independents...when The Alliance practically gloats over a news wave about how he was brought to Alliance justice after "trying to start a war"

--> only for Agent Mrs. Spiral on behalf of the underground to inform Simon and River that that's not actually the truth; The Alliance is putting up a smokescreen by claiming Trevor Kandel was killed by a Operative for "wanting to start war" just to oust and tarnish his reputation for good

--> Agent Mrs. Spiral explains further that Commander Trevor Kandel has gone underground and reached out to the underground for help in protecting some doctors from a gang called The Bloodkeepers(who mostly like to dress up in very dark red robber masks and matching leather jackets); it's only through his past connections as a informant for the Independents that Commander Trevor Kandel found out about The Bloodkeepers...and they found out through earwigs just before the doctor informant and the Independent informant were both shot and killed by The Bloodkeepers in a back alley

--> The Bloodkeepers are running a blood bank black market operation across most of the hospitals on the planet Ariel, and they have some supervising doctors on their payroll to look the other way; which is a big part of why Commander Trevor Kandel didn't just alert the proper authorities to begin with when he first got wind of this(Ariel by now has a somewhat infamous reputation for being kind of easy to break into for

criminals, ever since the Serenity crew pulled off a job stealing medicines on behalf of Simon in the episode Ariel)

--> because of a nervous slip up while on the Blue Sun Alliance doctor table for a late night check up, Trevor Kandel revealed he was a informant for the Independents who was key to keeping a stronghold for the Browncoats hidden on Fiddler's Green; and the Blue Sun Alliance doctor alerted the Blue Sun Alliance authorities

--> when Alliance police knocked on Trevor Kandel's door, there was no answer; they barged in, only to find he already went underground along with most of his bank account; this led to The Alliance ousting and tarnishing his reputation to make sure he can't come back home, and starting a covert hunt for Trevor Kandel himself with a Alliance Operative

--> meanwhile, other doctors on Ariel are scared after hearing about the doctor informant's death; fearing they could be next and not knowing who killed the doctor; and Simon insists on coming along on this mission to give any of these doctors medical attention as soon as needed in case

--> despite her very mixed feelings, Inara agrees to help stop the Bloodkeepers along with Simon and Agent Mrs. Spiral; Agent Mrs. Spiral herself is coming along to help, disguised as "the newest member of the Bloodkeepers" to help bring them down from behind; and Simon is coming along in case any

--> soon after coming to Ariel, Simon and Inara come face to face with Commander Trevor Kandel(arranged by the underground); and he's soon a ally on the mission too(but in street clothes, because he already knows he can't go back home in The Blue Sun Alliance again and he "might as well start getting used to it")

--> the next night leads to a shootout with The Bloodkeepers in a hospital on Ariel; some of the night shift doctors are shot in the crossfire, and Simon does what he can to medically treat them while Inara and Commander Trevor Kandel at the very least gives him cover(by having the Bloodkeepers mainly focused on themselves instead of Simon)

--> Simon saves most of the night shift doctors from near death; but, if you bring River along too to help revive the doctors, you can save all of them from near death

--> Agent Mrs. Spiral joins in the shootout, but with slashing knives at The Bloodkeepers instead of shooting a gun; if you bring a player character of your own from the same crew, or bring River along to help in the shootout, the shootout can go fairly quickly

--> after killing and/or knocking out all The Bloodkeepers, Commander Trevor Kandel and Agent Mrs. Spiral soon inform the underground that the mission is accomplished; Agent Mrs. Spiral says hello and goodbye to Simon in person for the first time; Agent Mrs. Spiral at least also says hello and goodbye to River; and Inara has a bittersweet goodbye with now former Commander Trevor Kandel, just before Trevor Kandel leaves with Agent Mrs. Spiral to join the underground on a permanent basis

--> if you're on good terms with Simon or Simon and River before and on the secret mission(and even if River doesn't come with you on this mission), you get as many extra lover points with Simon and River as your high score for the secret mission after it's divided by 1 & 1/2 thousand(coming down to 1-4); if you're on good terms with Inara or Inara and Agent Mrs. Spiral before or during the secret mission, you get as many extra lover points with Inara and Agent Mrs. Spiral as your high score for the secret mission after it's divided by 1 & 1/2 thousand(coming down to 1-4)

--> any lover points with Commander Trevor Kandel are non-existent because of the secret episode's epilogue for him canceling out any lover points with him for the secret mission

--> turning on Inara, Simon, Commander Trevor Kandel, or Agent Mrs. Spiral will immediately get you a game over with one of them shooting your player character dead; because Inara, Commander Trevor Kandel, or Agent Mrs. Spiral won't hesitate to shoot a player character dead if they feel they really have no choice

--> but, turning on River won't immediately get you a game over;

River is plenty used to ill thoughts of her, and at least gives you one more chance to change your mind with her foot high up and against your player character's neck; you get a immediate game over with River shooting your player character dead if you don't change your mind, and River lets you go free if you do change your mind(but no extra lover points with Simon and River on this mission then, because of trying to kill or sell out River in the first place on the mission)

--> you also get a free very dark tan brown top with the underside cut off you can leave behind on a corpse in the hospital morgue or keep(per player character in the secret mission); no one will buy it anyway because it already smells like dead bodies(whether or not you leave it behind on a corpse)

(4) (related to above[3]) Gold in Them There Mines(a Roll Credits adventure idea from the Firefly RPG Corebook's adventure What's Yours is Mine; plus, Bester returns);

--> While Mal and Zoe are busy on a job on Prophet of a personal nature(on behalf of Carol Langan and her husband), Kaylee gets a very surprising wave from her ex-boyfriend Bester on the Cortex

--> Bester claims to have turned his life around for the better, having given up being a mechanic for good, done many months of community service on Sweethome as a miner, and given himself time to really think about his true talents and bring himself to apologize to Kaylee; but, Bester reveals he also "happens to take a interest in" the famous bank thief Sue Sunshine's treasure on Sweethome(Bester is secretly hoping that he won't have to do anything hard ever again with millions of credits for himself, because he still hasn't admitted to anyone else that he's not really a mechanic)

--> meanwhile, Bester has still rode off of some women mechanics's work around Sweethome in exchange for sleeping with them over the past months...but at least he was honest to them about it(is that a good thing?)

--> with even Kaylee still wary of Bester though, she turns to Inara for help; Inara suggests finding out in person for herself if Bester really has changed or not because it's

the only way she'll know, but that maybe bringing Nandi along on this mission in Inara's absence(because of Inara and Simon off on a mission soon in Doctors on the Run) would be a good idea in case the treasure hunt goes south

--> there's some outlaws with shotguns and rifles that have come looking for the treasure as well, but it's nothing Nandi by herself can't handle in twenty minutes or so; if you bring a player character of your own from the same crew, have Kaylee take up some non-lethal shooting with a gun, or both though, the shootouts can go fairly quickly

--> after that, they discover what happened to the treasure

--> it turns out Etienne du Bujac got to the treasure first long ago, but he left a few Earth-That-Was coins behind on the mining grounds(with Bujac not seeing their worth and so just forgot them); and they together can get a easy five hundred thousand credits just for handing them over to The Alliance to put into a museum(but it can't all go to Bester; Kaylee played a big part too because she at least found the coins and pointed them out in the first place when Nandi nor Bester would examine the coins long enough to realize they're Earth-That-Was coins)

--> and, Bester has to face reality by admitting to everyone else he's not a good mechanic after all and just stick to heavy lifting and casual sex; because even if Kaylee won't make him admit it, Nandi sure would

--> if you're on good terms with Nandi before and on the secret mission, you get as many extra lover points with her as your high score for the secret mission after it's divided by 1 & 1/2 thousand(coming down to 1-4); if you're on good terms with Kaylee before or on the secret mission, you get as many extra lover points with her as your high score for the secret mission after it's divided by 1 & 1/2 thousand(coming down to 1-4)

--> any lover points with Bester are non-existent because of the secret episode's epilogue for Bester canceling out any lover points with him for the secret mission

--> turning on Nandi and/or Kaylee will immediately get you a game over with Nandi shooting your player character dead; because neither Nandi nor Kaylee even have

bounties on their heads(even if Nandi did before, those bounty offers ran out long ago), and it would just lead to pain with nothing good to come of it anyway; same goes for killing Bester(same reasons, even though he is still a somewhat shady guy)

--> but, turning on Bester won't immediately get you a game over;

if it just leads to intense questioning with Bester over what Bester didn't want to tell anyone else, then there's no shooting; if a player character doesn't just threaten Bester with a gun over this and actually shoots him, it does lead to a immediate game over(see under reasons above)

--> you also get a free plain knockoff replica of the Earth-That-Was coin to leave behind in the mines or keep(per player character in the secret mission); no one will trade for them anyway

(5) (related to above[4]) The Sheriff Station Robbery;

Mal and Zoe get a wave from Carol Langan and her husband Michael Langan(he has kind of messy medium black hair, a thick longish beard and a mustache, a dark and light blue plaid vest, and near blackish green pants with some wear and tear); a friend of Carol Langan's back in her(and Daphne's) hometown on Prophet was about to fly over to tell them of some corruption going on back in Carol Langan's hometown...only to find out he, she, or they is dead the next day

--> Mal and Zoe decide to search the sheriff station in Carol Langan's(and Daphne's) hometown for any evidence on the murderer while most everyone is sleeping; and before the evidence can be tampered with(and if there's any left out coin, even better)

--> the next day, Mal and Zoe inform Carol and Michael Langan about their plan; they agree, but they both insist on meeting them there to help(since he, she, or they was their friend too, and they could use all the guns they can)

--> Carol and Michael Langan join your player character(s) with some guns ready; at the very least including Mal and Zoe

--> after some talking, they soon break in with Zoe kicking the back door open

--> they search through papers in the sheriff station; Mal pockets some left over coin; Carol Langan and Zoe keep watch in the back of the sheriff station in case

--> it turns out that the sheriff is a corrupt calculating outlaw named Dufrane Sloan in a stolen polished black long sleeved shirt and gray tie from a neighboring town on Prophet(reminiscent of a dark mirror of what Simon could have been if he willingly turned to a life of crime); he killed the former sheriff to take his place, pinned the murder on a outlaw he broke out around that time just to claim it so, and killed the outlaw soon after to look like a hero; and Dufrane Sloan killed Carol and Michael Langan's friend to cover up his crimes when he, she, or they started investigating(the outlaw not being armed when Dufrane Sloan shot him or her was suspicious to Carol and Michael Langan's friend, who was the first and only other person in town to find out)

--> presently, Dufrane Sloan and some henchmen of his in black long sleeved shirts and gray ties are coming back to try to burn all the evidence with a matchbox...only to find Mal, Zoe, Carol Langan, and Michael Langan there; leading to a big shootout

--> after killing Dufrane Sloan and his henchmen(especially since they shot at Mal, Zoe, Carol Langan, and Michael Langan first), Carol and Michael Langan can present the evidence themselves to the rest of town in the morning; Mal and Zoe will turn in Dufrane Sloan and his henchmen's dead bodies for a reward in the neighboring town(probably a dead or alive poster for Dufrane Sloan there at least)

--> Carol and Michael Langan, Mal, Zoe, and possibly another player character(if playing as a different player character) get drinks at a bar together late the next day; and they say their goodbyes for now

--> if you're on good terms with Mal and Zoe before and on the secret mission, you get as many extra lover points with Mal and Zoe as your high score for the secret mission after it's divided by 1 & 1/2 thousand(coming down to 1-4); if you're on good terms with Carol and Michael Langan before or during the secret mission, you get as

many extra lover points with Carol and Michael Langan as your high score for the secret mission after it's divided by 1 & 1/2 thousand(coming down to 1-4)

--> turning on Carol and Michael Langan, Mal, or Zoe will immediately get you a game over with one of them shooting your player character dead; because all four of them won't hesitate to shoot a player character dead if they feel they really have no choice

--> you also get a free matchbox to keep or sell(per player character in the secret mission); but all selling a matchbox would get you is ten credits; and with keeping it, you can light a match on fire quick to drop by a enemy in-game to try to burn them or light a lantern

(6) (related to above[5]) Slaughterhouse Run;

On the Jib-eseo Nolda II, Jayne and Saffron are having sexy and fun times together with just the two of them for the day...when they get a wave on the Cortex from Radiant Cobb(Jayne's mother)

--> with Jayne and Saffron having a reputation for taking out Niska and most of the big bads of the Verse, several bounty hunters have banded together and kidnapped Jayne's easily nauseated childhood friend Dick to try to draw out Jayne and Saffron to a line of slaughterhouses on the planet Atreus(and for the bounty hunters to make a quick getaway by using Dick as a hostage if need be); hoping to collect on Jayne and Saffron's latest bounties of a billion credits total

--> the bounty hunters are Hamplestein(a throwing knives guy, medium black hair, matching mustache, gray open leather jacket), Mason Walters(a sniper guy, near whitish red dyed short hair, black overcoat, a cigar in his mouth, and a very dark red and black striped rifle), Michelle(ripped blackish brown jeans, a cigar in her mouth, long slightly curly brown hair, two zombie like handguns with poison coated bullets, and limited ammo on her), Judy Strong(big muscled woman with white dyed long hair, topless, pinkish yet dark red ripped pants, grenades, and a rustic black rifle), and "Shell Caps"(big

muscled guy with a robber mask, topless, a cigar in his mouth, two rustic black rifles, and a open rustic brown and black swirled backpack full with a lot of bullets)

--> if one of the enemy bounty hunters kills Dick or you accidentally kill Dick in the crossfire(a option for accidental or intentional appears on screen if you shoot Dick), your total score at the end of the secret mission gets minus a thousand points(and there's no extra lover points); but you can still finish the secret mission by killing and/or taking out all the bounty hunters

--> (related to above) a funeral scene with Radiant Cobb overseeing the funeral follows afterwards, with Jayne, Saffron, Jayne's and Dick's childhood friend Brent, and the rest of Jayne's family attending

--> if you kill Dick intentionally, you get a immediate game over; because Jayne or Saffron would shoot you and kill you then(whoever is closer to your player character); same goes for turning on Jayne or Saffron in this secret mission

--> after killing and/or knocking out all the enemy bounty hunters and if you save Dick, Saffron and Jayne use some of their riches to throw a big party on Atreus for themselves, Brent, Dick, Jayne's family, and possibly another player character(if playing as a different player character) at a semi-casual burger leaning restaurant to celebrate

--> and Saffron and Jayne bring in the enemy bounty hunters afterwards to The Brown Sun Alliance or The Blue Sun Alliance's doorsteps to collect bounties on them; twenty million to forty five million credits total if give them all the bounties over alive to the same Alliance doorsteps(half of a bounty if a bounty brought dead to their doorstep)

--> if you're at least on good terms with Jayne or Saffron during the secret mission, you get as many extra lover points with Jayne and Saffron as your high score for the secret mission after it's divided by 1 & 1/2 thousand(coming down to 1-4)

--> you also get a free slaughterhouse rack hook with a bloody half decayed cow corpse hanging from it(per player character) to keep or leave behind; but you can easily leave the corpse behind at the slaughterhouse and still take the rack hook(s) with you(not

even Jayne or Saffron would want to keep the cow corpse(s) anyway); and no one will buy the rack hooks or cow corpses

(7) (related to above[6]) there's a metal studded white door in the back of the final room in Blue Sun headquarters with no door knock or keyhole(which you can go back to after the main ending of Firefly Online, Season 2); the door just has four trays attached to pulleys only partially visible in the center section; only if you kept at least one of each free item at the end of all four secret missions can you unlock this back door(by placing each of those four items on each tray; it doesn't matter what order though)

(8) (related to above[7]) and when the door opens, you automatically lose those four items in-game

(9) (related to above[8]) the door slides open to reveal...a meta in-game design room with bright white bricked walls; with 3D renders of shotguns, models of Serenity, models of Jubal's ship, models of Badger's tent from the pilot episode, bouncy models of planets and moons in the Verse when wave a hand over or under them; 3D renders of dresses Saffron, River, and Inara have worn over many months, basic chatbot versions of them, basic chatbot versions of others from the Serenity crew, and so on; there's also a wood wardrobe with double doors to the side of the meta in-game design room

(10) (related to above[9]) if you go through the wardrobe, you end up in a cabin that looks very similar to the cabin from the 2012 movie The Cabin in the Woods; but there's shiny marble statues and stone statues of characters all over the cabin(which are surprisingly light enough to be lifted up and moved by most any two player characters and not four player characters); there's also a gold rimmed mostly coal like plague over the fireplace that says "five by five, archetypes of five. The center river flows from the sun."(a clue for this statue puzzle); shift or move all the furniture to the far sides of the cabin, line the statues up in order of slasher film archetypes with River in the role of The Virgin for the center statue(and four by four statues spread out from that statue in a sun formation since River is the only virgin character in Firefly); and if you don't already

have this unlocked from Firefly Online, Season 1, see under alternate finale for Can't Stop Kaylee's Signal(2) for more info on what has just been unlocked for optional player characters; you also unlock alternate versions of the main characters and of the most recurring characters that become optional playable characters(instead of alternate skins or costumes for player characters)

(11) (related to above[10]) alternate versions of the main characters and of the most recurring characters include...Shadow versions with planet shadows over most of their bodies, and can sneak attack in the shadows for everything(but they also have the weakest health bars; a quarter of a typical health bar); Holy versions with angelic white robes, prop wings, and preacher attacks instead of their original ones; Bodyguard Companion versions(except for Book, who never really looked for romance or sex; except for Inara, Saffron, and Nandi, who all already have at least some history of being Companions) with fancier Chinese robe versions of their typical clothes, at least some makeup done(man or woman), and slightly higher healing rate than before; and River versions show up in all watercolors, have double the stats(which can be really bad or really good in places on the stats, depending on the minuses and pluses on the stats of the original character[to be balanced and similar to River's own stats at the same time]), and the same in-game mental vulnerabilities as River; but you can only have one alternate version of the same character on a crew, only instead of the original character on the same crew, both versions level up separately and not together, the original version keeps the same stats and character distinctions as before, and the alternate version automatically swaps out his or her own highest tactical character distinction for the new special ability(additional ways to balance it all out in-game)

(12) (related to above[11]) but what will unlock the fifth secret mission in the meta in-game design room are mostly blue blueprints of the AATSs; take them, and you automatically cut to the fifth secret mission

(13) (related to above[12]) back in the galley on Serenity, Mal, Kaylee, River work together to decrypt the AATSs blueprints and discover the AATSs's control signals; if others in the Serenity crew, another mechanic player character, and/or Saffron has come into the meta in-game design room, they also work together with Mal, Kaylee, and River to decrypt the AATSs blueprints and discover the AATSs's control signals

(14) (related to above[13]) with help from Kaylee's or Saffron's connections(if Saffron isn't onboard though, it's through Kaylee's connections), the Serenity crew contacts the Radioheads(from the Firefly RPG Campaign Book Ghosts in the Black) at one of the wave buzzing stations

(15) (related to above[14]) aiming to wave buzz/hack all the AATSs across The Blue Sun Alliance, with paying off ten million credits total to the Radioheads and other wave buzzers across wave buzzing stations hidden within The Blue Sun Alliance's territory(The Brown Sun Alliance has decommissioned their AATSs by this point in-game, thanks to big enough backlash among most folks within the Brown Sun Alliance); but by this point in-game, you likely have at least ten million credits to spare anyway(Saffron worse to worst pays out five to eight million credits in advance for the job to the Radioheads, with or without her there in person)

(16) (related to above[15]) after several wave buzzing maze puzzles(or rolls of the dice), the AATSs are successfully hacked; when The Blue Sun Alliance catches on depends on how many failed checks in-game if any; at most, Blue Sun sends a armada of Alliance military ASREVs in thirty seconds; if no failed checks, Blue Sun doesn't catch on(and you have a sixty second timer before they come with their armada)

(17) (related to above[16]) if coordinating this hacking with The Brown Sun Alliance, they prepare their own armada of Alliance military ASREVs to fire on The Blue Sun Alliance's armada of Alliance military ASREVs

(18) (related to above[17]) if not coordinating this hacking with The Brown Sun Alliance, then you have a thirty second timer to defend the wave buzzing stations by

hacking into The Blue Sun Alliance's armada of Alliance military ASREVs themselves; with help from River and/or Saffron hacking them through the AATSs network via piggybacking signal(but only if you prepare this counterattack in advance)

(19) (related to above[18]) if you're both coordinating this hacking with the Brown Sun Alliance and defending the wave buzzing stations by hacking into the armada of Alliance military ASREVs themselves, then the Brown Sun Alliance sends their Alliance Operatives out in much fewer but bigger Alliance ships(the same kind of Alliance ships from the finale of the Serenity movie) instead of a armada to hold off The Blue Sun Alliance's armada of Alliance military ASREVs and buy your crew enough time to hack into The Blue Sun Alliance's armada of Alliance military ASREVs

(20) (related to above[19]) your crew also has to face off against neutral or evil mirror android versions of themselves sent as last resort Blue Sun Alliance Operatives to try to stop you(they come out of nowhere, and it's never explained); they don't have a weaker health bar, but don't have any android stats at all(physically "weaker" androids in a way, which would explain why they'd be a last resort for The Blue Sun Alliance)

(21) (related to above[20]) however the mission plays out, Mal's final decision of what to do with the hacked AATSs is either to kill most of the high ranking Blue Sun Alliance officers on the surface of moons and planets, or to shut down all the AATSs and leave strongholds of Blue Sun Alliance officers open to sneak attacks by The Brown Sun Alliance

(22) if you turn on Mal or anyone else allied with him on this secret mission, it's a immediate game over; because Mal, Saffron, and/or Jayne would have seen it coming anyway, and would kill your player character first before you could shoot Mal or anyone else allied with him on this secret mission

(23) if you have Mal kill most of the high ranking Blue Sun Alliance officers with the AATSs on the surface of moons and planets, The Blue Sun Alliance soon descends for anarchy; The Brown Sun Alliance takes over and restores order in a few weeks, but

nerves remain frayed; and AATSs become Verse wide in desperation for The Brown Sun Alliance to keep order restored(leaving The Alliance a Verse wide police state all over again, even though they still have a somewhat softer sense of justice)

(24) (related to above[1]) in the secret mission, you can also kill most of the Blue Sun Alliance officers on their armada of military ASREVs; if you hack into their armada of military ASREVs, you can overheat their ASREVs's engines and blow them all up

(25) (related to above[2]) Inara, Kaylee, and Simon leave the crew for good; River, Zoe, Nandi, Jayne, and Saffron will mostly be all right; if you kill The Blue Sun Alliance armada as well, River and Nandi take more time to recover(but they'll still be all right when they do); Jayne and Saffron would love Alliance officers being massacred and not really shed a tear about it

(26) (related to above[3]) Mal is offered his own city ship to be captain of, but Mal turns it down because he still strongly prefers to pilot Serenity; but, Mal soon retires from being a outlaw out of mixed guilt over Inara leaving him and Nandi; there's mostly peace throughout the Verse; but many across the Verse still very nervously look out their windows and ask themselves "at what cost?"

(27) if you shut down all the AATSs and leave strongholds of Blue Sun Alliance officers open to sneak attacks by The Brown Sun Alliance, The Brown Sun Alliance takes over The Blue Sun Alliance without a hitch, and the only frayed nerves is from what's left of The Blue Sun Alliance's military and intelligence branches of government

(28) (related to above[1]) in the secret mission, you can also shut down The Blue Sun Alliance military ASREVs; if you hack into their armada as well, you can do that; but there'll still be a half hour of air left in each ASREV, and it won't kill them

(29) (related to above[2]) Jayne, Saffron, and everyone else on the Serenity crew are mostly all right; no one leaves the crew; Jayne and Saffron are a little disappointed there wasn't more Alliance officers massacred, but Saffron says it first; Inara and Mal warn Saffron and Jayne "enough", and Saffron and Jayne quickly back down

(30) (related to above[3]) there's peace coming throughout the Verse, all AATSs from The Blue Sun Alliance are being decommissioned, and there's even stronger yet not excessive background checks underway on sonic rifles, contraband, and what not(because a good number of these checks are beginning to be run by former mostly non-violent outlaws, who know most of the tricks and are willing to help The Blue Sun Alliance in exchange for one more chance to not go to Alliance prison)

(31) (related to above[4]) Mal is offered his own city ship to be captain of, but Mal turns it down because he still strongly prefers to pilot Serenity

(32) (related to above[5]) some Alliance Intelligence and Alliance military officers that used to be working for The Blue Sun Alliance begin to stockpile weapons and ammo for a resistance movement to try to retake The Brown Sun Alliance; a few months later, Inara and Mal rally together Nandi, Jayne, Saffron, and everyone else on the Serenity crew to take the resistance movement down as quickly as it comes up

(33) (related to above[6]) and it's Jayne's, Saffron's, and Mal's last day of pulling off jobs before comfortably retiring; being caught breaking the law all the time wouldn't be much fun for Jayne, Saffron, or Mal; and it's peaceful now throughout the known Verse(well...much as it can be, with dark corners of largely unknown space and planets away from civilization where there's plenty of guns, outlaws, and Reavers; but still...)

(34) (related to above[7]) and there's a view of Serenity flying over the planets they're retiring on...just before cutting to everyone sitting or standing on the porch of a former underground safe house; River and Simon's parents are also seen in the scene, happily reunited with River and Simon after The Brown Sun Alliance pardons River and Simon of all crimes(a personal request from Mal and Inara themselves to The Brown Sun Alliance, which happens in no small part thanks to Inara's influence as a key leader of peace in recent months in The Brown Sun Alliance and as a highly regarded Companion of the Guild)

[5] Secret Ending + One or Two Secret Mission(s): Music Lesson;

A unlockable ending that can branch off to more seasons

(1) if you visit the Companion House of Mukhdir on Sihnon(mostly a combination of Victorian and Arabic styles, with red and blue, and giraffes, camels, and lions on tapestries), at least ask the High Priestess Khairunnisa about wanting to know more about what she likes to do for fun outside of her priestess duties, and if you stay on good or neutral terms with her by the main ending of Firefly Online, Season 2, you can go through the secret mission to unlock this ending

(2) you come back in to the Companion House of Mukhdir kind of late to attend a music lesson in playing psychedelic rock from High Priestess Khairunnisa...only to find static on a big projector screen, psychedelic colors begin to swirl around, the whole class unconscious, and some muffled cries down the hall

(this secret mission though can only be with one to two player characters; not more than that, with or without a AI run character)

(3) if you quickly go down the hall, you find the High Priestess Khairunnisa being kidnapped by a psychotic outlaw with piano keys as a necklace, a classic piano styled P.C.A.D. that broadcasts a psychedelic rock sound wave that can spiral anyone into unconsciousness, a dark grey eye patch, and a dark gray shotgun(looking to kidnap High Priestess Khairunnisa for ransom money; the big hint for this secret mission is that Mukhdir is the Arabic word for psychedelic)

(4) if you stay in the room to look around or go out in the hall, the psychedelic colors get more and more crazy in the player character's vision and the player character starts to fall unconscious(unless you're playing as River, Book, a reader player character on par with River, or a preacher character on par with Book's will save; then you have a few more minutes before your player character starts to fall unconscious)

(5) after taking out the psychotic outlaw and free High Priestess Khairunnisa, you can take the psychotic outlaw's P.C.A.D.

(6) whether or not the P.C.A.D. is shot up or broken in the fight with the psychotic outlaw, you can sell it to Brown Sun Alliance or Blue Sun Alliance authorities for three thousand five hundred thirty credits; if the psychotic outlaw is just unconscious, you can turn him over to Brown Sun or Blue Sun Alliance authorities for seven thousand credits

(7) however, you can only unlock the secret ending if the P.C.A.D. is still mostly functional after the fight with the psychotic outlaw

(8) (Blue Sun related; related to above[1]) if you sell it to Blue Sun Alliance authorities in this condition, you get a million credits and a offer for your player character to get your own city ship(crew and everything); all in exchange for letting The Blue Sun Alliance secretly keep the technology for themselves to integrate into sonic devices for stronger and frightening efficiency for their Operatives that aren't the Hands of Blue

(9) (Blue Sun related; related to above[2]) if you go to sabotage The Blue Sun Alliance's plans and pretend to go along with their plans, it becomes a second secret mission; in which case The Blue Sun Alliance makes sure to deplete the recently gotten million credits from your account with help from another Operative off screen, and you don't get to keep the city ship or crew; but you can collect bounties on any Alliance Operative or crewmember you capture for collectively more than a million credits(if you capture more than one of either or both of them)

(10) (Blue Sun related; related to above[3]) if Mal, Jayne, Saffron, or anyone else not on good terms with The Blue Sun Alliance sold them the P.C.A.D, three Alliance MPs per player character on the secret mission are sent to try to kill you since that's how much The Blue Sun Alliance didn't trust your deal in the first place

(11) (Blue Sun related; related to above[4]) if your player character that sold The Blue Sun Alliance the P.C.A.D. purposely doesn't try to stop The Blue Sun Alliance's plans or fail to stop them, their Operatives have a added capability of putting out a psychedelic hypnotic sound wave that can temporarily mind control anyone in a fight if the sound wave is active long enough in later seasons

(12) (Blue Sun related; related to above[5]) if your player character successfully sabotages The Blue Sun Alliance's plans by stealing back the P.C.A.D., using it against the Operatives to render them all unconscious over a broadcast wave, and quickly destroying their new sound wave mind control devices just before a lot of Alliance MPs can come after you(or some plan close enough to it), then Alliance Operatives and The Hands of Blue are officially out of action in Firefly Online, Season 3(except for the Blue Sun double agents making up the resistance group in Firefly Online, Season 3)

(13) (Brown Sun related; related to above[1]) if you sell the P.C.A.D. instead to The Brown Sun Alliance, the P.C.A.D. becomes a big part of scientific research for The Brown Sun Alliance to slowly but surely find a way to give mental and psychological peace to all teenagers or adults that were saved from The Academy(including River); but only in Firefly Online, Season 4 does this come back around to affect the game(it doesn't carry over to Firefly Online, Season 3[you also don't get the offer for a city ship with crew and all from the Blue Sun Alliance, or the secret mission that goes with it])

(14) (Brown Sun related; related to above[2]) in Firefly Online, Season 4 though, this does lead to successfully removing the in-game mental vulnerabilities of teenagers or adults from The Academy(including River); making them even harder for other player characters to defeat

Firefly Online, Season 3

(< Comings and Goings >)

[1] the main plot for Firefly Online, Season 3(Season 5 for the series as a whole)

(mostly based on the Firefly comics from Dark Horse Comics; the comic mini-series Serenity: Leaves on the Wind + the comic mini-series Serenity: No Power in the Verse)

in the wake of Firefly Online, Season 2, there's more civil unrest in both Alliances; three new criminal factions are rising to power, but some devastating secrets are to be revealed late season that could shake the Serenity crew and the whole Verse to the core

--> the new criminal factions are The New Resistance, the Shining Dao(see under [2] (3) for more info), and The Peacekeepers

--> The New Resistance = A movement of a new generation of Browncoats backed by some older generation Browncoats, fighting to outright overthrow The Blue Sun Alliance

-{1}- they're publically not condoned by The Brown Sun Alliance, who considers them as war criminals "pointlessly giving themselves death sentences at the hands of The Blue Sun Alliance"

-{2}- but, later on, it turns out Browncoats are not the only ones who's backing The New Resistance

--> The Peacekeepers = A extreme terrorist movement split off from the Independents, fighting to overthrow The Blue Sun Alliance in the shadows and through stealth instead of soldiers and ships; not with outright war, and yet they are terrorists(explained down below)

-{1}- The Peacekeepers secretly plant bombs to mass murder hundreds of innocent workers over the course of a few months(workers who felt they have no better option to make a honest living in the Verse than working in infrastructure in the Blue Sun Alliance)

-{2}- The Peacekeepers have agents who have infiltrated Blue Sun companies

-{3}- later on, it turns out The Peacekeepers have a surprising ally who has been key to their rise to power all along

--> meanwhile, Inara has finally accepted The Guild Council of Elders's offer to become one of them; and, for a few weeks, Inara was happy with her new position

--> then, in a frighteningly nearly successful assassination attempt on all members of The Guild Council of Elders by the Shining Dao(with weapons supplied by Lei Shen Heavy Weapons), one of the members of The Guild Council of Elders is killed(despite The Guild having plenty of bodyguard grade Companions, including Inara, on site)

--> (related to above) gun dealers that are at least more publically known in Firefly Online, Season 3 are Lei Shen Heavy Weapons and Griswald Wunderbar Munitions; but some missions in Firefly Online, Season 2 can mention them or have player character(s) run into them(see under [2] (1) and [2] (2) for more info)

--> The Guild Council of Elders go underground to protect themselves for a few weeks, and they ask Inara to come with them; but, Inara isn't content with just sitting underground waiting for justice(she doesn't hate the Guild Council of Elders though; she understands well why they're going underground)

--> The Guild Council of Elders assures Inara that they'll still welcome her back when they can all return; Inara thanks them, and they say a tearful goodbye for now

--> Inara decides to return to the Serenity crew to team up with them to get to the bottom of Lei Shen Heavy Weapons and stop whatever else they're up to; ultimately leading to the Serenity crew + Saffron flying into Blue Sun Alliance territory, finding out more of Blue Sun's Central System Security's latest devious plans(aka Blue Sun Alliance's intelligence agency) and trying to stop them in time, and finding out more about The New Resistance and The Peacekeepers

--> soon though, before the Serenity crew can get far in Blue Sun Alliance territory, Kaylee gives birth to twins on Serenity(alternatively, her daughter or her son is born a year before the other is born)

--> complications from Kaylee's pregnancy include internal bleeding; Simon can medically treat her in time, but he needs to get her to a Brown Sun Alliance or Blue Sun Alliance government run hospital(because he at this time doesn't have enough medical supplies to do it himself)

--> (related to above) leaving the Serenity crew with few options left to save Kaylee; they change their course heading from Persephone to the Paquin Asteroid Mining Operation

--> Kaylee is going to be medically treated in time, but she'll need to stay in the medical facility on the Paquin Asteroid Mining Operation for five days to fully recover; she also insisted on seeing her babies or baby when they got there(and, with most of the Serenity crew thinking that they'll all be back on Serenity soon anyway, they brought the babies or baby along so Kaylee can see them)

--> but, some miners on the mining operation report the Serenity crew to The Blue Sun Alliance; the Serenity crew is soon found out by The Blue Sun Alliance, and the Serenity crew to escape in time very reluctantly leave without Kaylee + her babies or baby(they promise they'll be back for her + her babies or baby though)

--> Kaylee is arrested by The Blue Sun Alliance, which can go one of two ways

-{1}- with not much anything for The Blue Sun Alliance to really incriminate Kaylee for without risking a public Blue Sun Alliance wide backlash(because most folks in both Alliances like and respect Kaylee, Inara, and River), Kaylee is treated like a honored guest by The Blue Sun Alliance in the hope of getting her to spill secrets that will incriminate her; which leaves Kaylee with very mixed feelings, but she tries hard to act like Inara with giving vaguer answers rather than clear answers(with Kaylee buying time for herself to be rescued by the rest of the Serenity crew)

-{2}- if Kaylee fights on the front lines against The Blue Sun Corporation in Firefly Online, Season 2, then she is treated like a war criminal and sent by herself to a secret Alliance prison where inmates kill each other often(the babies or baby are medically kept safe by The Blue Sun Alliance in another room or something); but, after breaking up a fight with a wrench, a prisoner thanks Kaylee for saving him and befriends her(with his help, Kaylee holds out on her own in this secret prison until the Serenity crew rescues her[that also means you could free this prisoner to be a ally to help fight against Blue Sun's CSS])

--> meanwhile, Jayne is more troubled than expected by Kaylee's arrest by The Blue Sun Alliance; in the wake of more civil unrest and the rise of three new criminal factions, Jayne has been seriously contemplating retiring to protect his family(including his mother Radiant Cobb) from the new criminal factions and The Blue Sun Alliance

--> (related to above) Saffron somewhat assures him she understands, but hopes she can convince him he doesn't have to retire to protect anyone; because Saffron really doesn't want to retire anytime soon, even if it means temporarily leaving him before coming back to him(Saffron wants to fight for the Serenity crew + the Brown Sun Alliance no matter what)

--> it's not long before the Serenity crew meets with The New Resistance to team up to fight back against Blue Sun's CSS

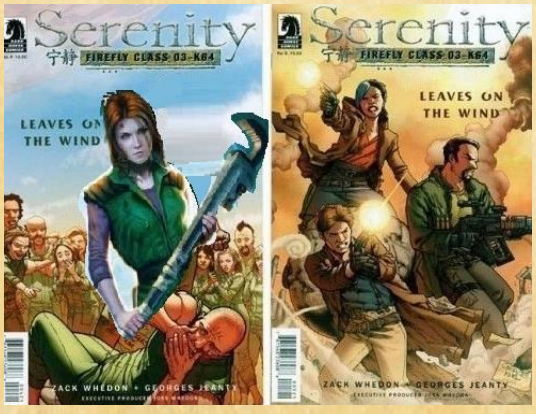
--> Blue Sun's CSS has come up with a very devious way to go after The Brown Sun Alliance; they've gotten enough middle people together that would be moles for Blue Sun's CSS to create The New Resistance(with even The New Resistance none the wiser, who are strongly for the Browncoats all the way)

--> (related to above) but, until late season of Firefly Online, Season 3, your crew and/or the Serenity crew wouldn't find this out

--> Blue Sun's CSS lets The New Resistance work with Brown Sun Alliance Intelligence and the Serenity crew and/or your crew for several missions(with helping take down several key bases of the Blue Sun Alliance); later on, Blue Sun's CSS turns back on The New Resistance with the new information their moles gathered on them

--> later on, it turns out the several key bases of The Blue Sun Alliance successfully hit have been mostly evacuated already; and dead bodies of Browncoats and the Brown Sun Alliance were just dressed up to look like dead bodies of the Blue Sun Alliance and left at the bases soon before they were attacked(which means most all of the evacuated members of The Blue Sun Alliance are still alive and coming back to attack in the secret massive counterattack against The Brown Sun Alliance)

--> five days or so after the Serenity crew first meeting The New Resistance, they rescue Kaylee + her babies or baby from being held captive by The Blue Sun Alliance



--> two days after rescuing Kaylee, the Serenity crew and some of The New Resistance meet at a rendezvous with The Peacemakers

--> after fully realizing later on that The Peacekeepers are mass murderers(along with the rest of the Serenity crew and Saffron), Mal angrily vows to hunt down The Peacekeepers

--> (for a possible late season episode; for Brown Sun Alliance)

after taking The Peacekeepers Treasury in the episode Saffron's Star, the Serenity crew and/or your crew + Saffron set up a meeting with several resistance cells of the Peacekeepers to give a ultimatum to all The Peacekeepers: If The Peacekeepers change their ways to no longer be mass murderers(and only target Blue Sun military and Blue Sun Operatives in war), you'll keep supplying them the credits they need from The Peacekeepers Treasury so long as they stick to the deal(see under Possible Episodes for Firefly Online, Season 3 for reference)

--> (related to above[1]) it turns out that Mericourt Thompson hasn't founded The Peacekeepers like she claimed before(but she is still a leader and a recruiter for a resistance cell of The Peacekeepers); the Operative from the Serenity movie is the founder of The Peacekeepers movement

--> (related to above[2]) before the Operative left, he stole a few billion credits from the Blue Sun corporation(plenty of credits that were originally made off of bounties collected on Browncoats that tried to start another war after the Unification War was over); the Operative then burned through all of his Alliance government connections by hiring mercenaries to kill several key members of Parliament in the shadows with "all too perfect timing to not be the work of a rogue Operative"

--> (related to above[3]) the Operative turned to commandeered Alliance government channels(of the Parliament members he had made sure were killed) to recruit dozens of people for his own movement the Peacekeepers

--> (related to above[4]) but, the Operative wanted to stay in the shadows and be a Operative for his new movement rather than the leader(s); the Operative carefully chose

people including Mericourt to be the resistance cell leaders for him, while the Operative could kill anyone who got close to discovering the secret origin of The Peacekeepers(the Operative's own big secret)

--> for control over the Peacekeepers, the Operative challenges the Serenity crew and/or your crew + Saffron to a one-to-one fight to settle this once and for all; interestingly, the Operative at this time is happy to tell the Serenity crew and/or your crew + Saffron his own big secret to lead into asking "are you willing to die for your belief?"

--> you get to pick which of you fights the Operative(out of the Serenity crew and/or your crew + Saffron); but, killing the Operative is the only way The Peacekeepers will accept your deal and not turn on your crew and/or the Serenity crew + Saffron

--> unfortunately, even if you do kill the Operative, it turns out Blue Sun's CSS somehow knew your plan all along to try to take over The Peacekeepers; suggesting a double agent in your midst(for a red herring, there's the possibility of a member of The New Resistance being a double agent[until finding out more about them, of course])

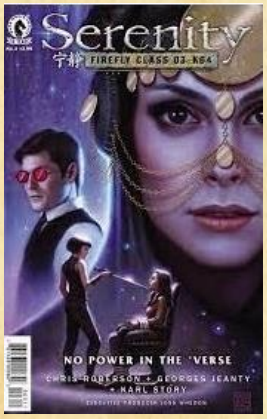
--> Blue Sun's CSS bombs the meeting place, leaving most of a few dozen Peacekeepers dead in the fallout; your crew and/or the Serenity crew + Saffron barely escape along with several surviving members of the Peacekeepers(and they come aboard Serenity and your crew's ship[unless you're only playing as the Serenity crew, in which case they only come aboard Serenity])

--> The Peacekeepers will still be very reluctant allies of your crew and/or the Serenity crew + Saffron, because you still have the Peacekeepers Treasury safely kept not too far from Regina(thanks to at least several surviving members of The New Resistance)

--> if you're playing as a Blue Sun Alliance captain and you confiscate the Peacekeepers Treasury, you get 500 million credits back from the Blue Sun corporation as a thank you; you also get to hunt down most of the Peacekeepers by escorting and coordinating with Blue Sun Alliance Operatives(while most of the Peacekeepers come out from hiding looking desperately for their money)

--> meanwhile, sleeper agents from Blue Sun's CSS(+ led by Kallista) have captured River, and River has to be rescued by your crew and/or the Serenity crew + Saffron

--> (before River is rescued) in a attempt by Kallista to persuade River to join her sleeper agents willingly, Kallista warns River that "not everyone can be trusted on your ship" and that The Brown Sun Alliance will be coming to a end soon; River begins to get really worried for the Serenity crew(double agent in disguise or not, River mind reads from Kallista that she's not lying to her)



--> in more fortunate news, The Blue Sun Alliance has put out a wanted dead or alive wave for a team of two anarchy loving wave buzzers who have hacked into the security footage before the key bases's security systems went offline in the attacks

--> (related to above) with the security footage showing what the Blue Sun Alliance is very likely up to(which is why the Blue Sun Alliance isn't telling what the wave buzzers are currently charged with on the wanted dead or alive wave)

--> the only big problem is Serenity's crew or a crew for the Brown Sun Alliance finding them and finding a way to greatly convince the two wave buzzers to give them the information in time; because the two wave buzzers are anarchy loving and would otherwise love to use the information to weaken the defenses of both the Blue Sun Alliance and the Brown Sun Alliance(opening the floodgates to all out war)

--> the two wave buzzers didn't actually take a better close look at what's in the security footage for themselves(clouded by their own judgment on Alliance governments) and presumed it was just dead bodies of Alliance military officers on both sides of the fighting and nothing more to it ~~from the Unification War that were dug out of their graves and put there~~; so the best way to convince the two wave buzzers is that they hate dishonoring the dead(and convincing them first to identify the dead bodies would lead to that[under the pretense that they "should at least take a close look again to double check for accurate information either way, because you'll only get one shot to hack The Blue Sun Alliance or The Brown Sun Alliance before The Blue Sun Alliance attacks")

--> if one or more of the player character(s) convince the two wave buzzers to give them the information in time, they can broadcast it across the Verse and greatly discourage the counterattack in time; if they can't stop the two wave buzzers or if they join them, the all out war would wipe out most everyone on top of government in both Alliances

--> however, if one or more of the player character(s) seem to join the two wave buzzers at first and then turn on them at the last minute, then they also can broadcast it

across the Verse and greatly discourage the counterattack in time; but said character(s) will risk getting a game over if he, she, or they is killed when the two wave buzzers send a wave at the last minute to some Graycoats or mercenaries not in gray coats to come after them

--> if one or more of the player character(s) capture or kill the two wave buzzers before Serenity's crew or the Brown Sun Alliance can get the information in time(whether Graycoat or in the Blue Sun Alliance), then the secret counterattack against the Brown Sun Alliance succeeds in crippling half of the Brown Sun Alliance's forces and one or more of the player character(s) collect the reward for the bounty

[2] if you're playing as captain of a Blue Sun Alliance ship for Firefly Online, Season 3, there's missions going after The Peacekeepers, the Shining Dao, collecting bounties from either Alliance, and The Blue Sun Alliance's massive counterattack against The Brown Sun Alliance

--> (related to above) for Firefly Online, Season 3, all Tohoku Class city ships have been replaced by Crete class ships; unless you play as a Alliance captain who won't decommission his, her, or their Tohoku Class city ship

[3] more for Blue Sun's CSS's sleeper agents

--> a next generation of The Academy under Blue Sun's CSS; but, there's a darker secret to them than the Serenity crew could possibly imagine(explained down below)

--> they're DNA bred teenage clones eerily created from DNA samples of potential teenage test subjects to The Academy by Blue Sun's CSS; over time in Firefly Online, Season 2, some people mind controlled by Blue Sun that were doing Blue Sun's dirty work have stolen these DNA samples for them(and these mind controlled people don't remember doing so either); the original potential test subjects weren't even abducted or misled into joining The Academy, don't even know DNA samples were stolen from Alliance doctors offices late at night, and most of the original potential test subjects and their families wouldn't believe anyone even if they were told the truth

--> (related to above) there's a Verse wide ban on DNA bred humans for good reason; human brains can't be grown like livestock without severe mental scarring, and so DNA bred humans can only reach animal level intelligence; they can be taught to do some tasks really well and speak some English, but they'll always stay in a feral-like state of mind(they won't turn into Reavers unless they're desperate for food and water)

--> and Blue Sun's CSS didn't just get stolen DNA samples of potential teenage test subjects; Blue Sun's CSS took some DNA samples of your crew + of the Serenity crew(unless your crew = the Serenity crew) and DNA bred teenage clones of them

--> four of the nine sleeper agents that abduct River are DNA bred teenage clones of Mal, Jayne, Inara, Saffron, and of River herself; the DNA bred teenage clone of River plays the part of a lost girl named Ophelia and wears a disguise to lead River to her abduction

[4] Jubal Early was killed earlier in the 2-parter episode Better Days; so, any bounty hunter from the Firefly Online, Season 2 Secret Mission Slaughterhouse Run(brought back to life or not by Blue Sun's CSS) instead of Jubal Early appearing like in the Firefly comics from Dark Horse Comics

[5] when your crew and/or the Serenity crew + Saffron try to rescue River and a member of The New Resistance, River is still feeling very shaken from the revelations she found out(River mind read the secret origins of the next generation Academy students); she has a hard time telling the clones of Mal, Jayne, Inara, Saffron, and River from the real people(including River herself), and so nearly attacks the Serenity crew and/or Saffron calling out "who are you?! Who is DNA? Who is me?!"

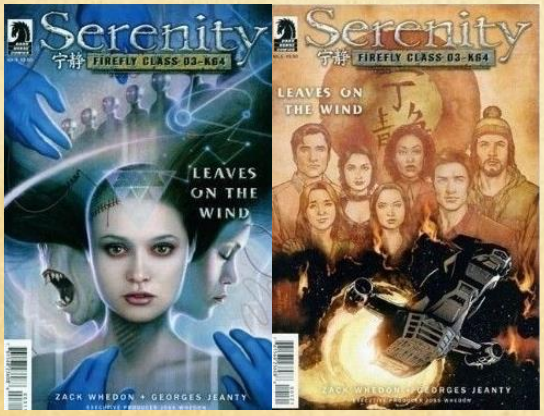
[6] after Zoe, Mal, Simon, and/or Kaylee talk River down, River reveals the same warning that Kallista gave her; that "not everyone can be trusted on your ship" and that The Brown Sun Alliance will be coming to a end soon

--> just then, the Blue Sun affiliated Companion Ceres(Inara's rival from the Firefly comics from Dark Horse Comics), the DNA bred clone of River, and Nandi arrive

--> it turns out Blue Sun's CSS has either abducted Nandi to experiment on her and brainwash her in a similar state to triggering River in the movie Serenity(attacking someone in response to a voice command from Ceres), or Blue Sun's CSS has threatened to kill Petaline and her son if Nandi doesn't help Ceres try to kill Inara and Mal; either way, Nandi has been turned into a unwilling double agent for Blue Sun's CSS(either way, Nandi had vanished through several early season episodes of Firefly Online, Season 3[if blackmailed, Nandi would want to be alone for a time with her mixed feelings before coming onboard Serenity to fight alongside the Serenity crew in Firefly Online, Season 3])

--> the DNA bred teenage clones of Mal, Inara, Jayne, and Saffron go after the rest of the crew to try to kill them; Mal, River, and Inara end up having to fight Ceres, Nandi, and the DNA bred clone of River

--> River and the DNA bred clone of River have a mental battle for temporary control of all the DNA bred teenage clones; but, it buys enough time for the rest of the Serenity crew to make it back to Serenity



--> with not much time left to fly on ahead to the rendezvous with two certain wave buzzers in time(for the vital information that could stop the Blue Sun Alliance's massive counterattack in time), the rest of the Serenity crew flies on ahead for the rendezvous without Mal, River, or Inara

--> Ceres tries to defeat Inara psychologically and physically with threatening to reveal secrets, but Inara gets the upper hand and knocks her out cold(Inara already revealed her darkest secret to Mal anyway[from the episode Like Well Water] many months ago in the 2-parter episode Better Days)

--> Mal fighting a brainwashed or blackmailed Nandi is a haunting mirror of the episode Hellbound(when Mal thought Inara was experimented on by The Academy and wasn't); Mal, who would never forgive himself if he killed the real Nandi or the real Inara, decides to soon drop his weapon and let himself almost be killed by Nandi

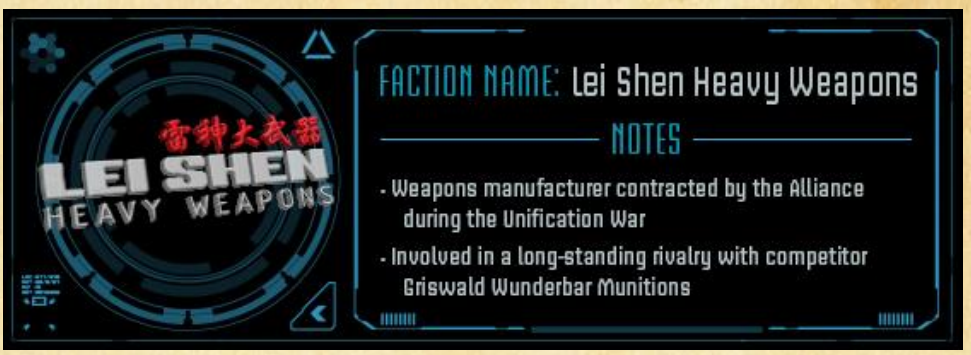
--> fortunately, Inara saves Mal in time by knocking out Nandi from behind

--> and Mal distracts the DNA bred clone of River long enough for River to at least escape along with Mal, Inara, and a unconscious Nandi over Mal's shoulders

--> if Nandi was just blackmailed, most of the Serenity crew also rescue Petaline and her baby from another cell before they escape; the blackmail against Nandi is gone now, and Nandi, the Serenity crew, and Saffron are very thankful for that

--> if Nandi was brainwashed by Blue Sun's CSS, Simon and River later on neurologically help clear the brainwashing out of Nandi's brain so she can't be brainwashed by Blue Sun's CSS again; which Nandi, the Serenity crew, and Saffron are very thankful for

[7] more on factions for Firefly Online, Season 3


雷神大武器
LEI SHEN
HEAVY WEAPONS
FACTION NAME: Lei Shen Heavy Weapons
NOTES
- Weapons manufacturer contracted by the Alliance during the Unification War
- Involved in a long-standing rivalry with competitor Griswald Wunderbar Munitions

(1) **LEI SHEN HEAVY WEAPONS**

(they're allies with the Blue Sun Alliance in Firefly Online, Season 3; they only make themselves more publically known in Firefly Online then)

Lei Shen are makers of explosives and heavy ordnance with primary corporate headquarters and main facilities on Triumph. Currently involved in a feud with Griswald Wunderbar Munitions, the rivalry between Lei Shen and Griswald started during the Unification War, when both corporations were encouraged to compete for the same military contracts. Alliance leadership surmised that this competition would inspire greater innovation and improved quality, and for the most part, they were correct. However, there were unintended consequences. Such was the zeal in which the two companies jockeyed for dominance that the rivalry eventually deteriorated into clandestine industrial warfare. Though rare, violent exchanges break out between factions from time to time. The CSS turns a blind eye to it, so long as the skirmishes don't affect the steady flow of weaponry.

GRIZWALD WUNDABAR
FACTION NAME: Griswald Wunderbar Munitions
NOTES
- Weapons manufacturer with an affinity for Old World German sensibilities
- Involved in a long-standing rivalry with competitor Lei Shen Heavy Weapons

(2) **GRISWALD WUNDERBAR MUNITIONS**

(they're strenuous allies with the Brown Sun Alliance in Firefly Online, Season 3; they only make themselves more publically known in Firefly Online then)

Griswald are makers of explosives and heavy ordnance. They are currently feuding with Lei Shen. The Griswald family holds great pride in their products and an unwholesome delight in things that go "boom". This is combined with an overall nostalgia for the Old World, an alpine Germany of yesteryear and never-was. A tour of their main corporate facility on Aesir would reveal a fondness for wood carving, beer steins, and cuckoo clocks.

SHINING DAO
FACTION NAME: Shining Dao
NOTES
- One of the largest criminal syndicates in the Verse
- Focus on low-level criminal activities

(3) **SHINING DAO**

(for Firefly Online, Seasons 3-4)

The Shining Dao is a criminal organization with a growing presence on the border worlds, particularly in urban areas. Through its aggressive tactics and its popularity with disaffected youth, the Shining Dao has risen to become one of the largest and most violent gang networks in the Verse. The criminal activities of the SD include drug trafficking, extortion, assassination, gambling, illegal prostitution, smuggling, and racketeering, with a focus on street-level criminal activities.

(< Possible Episodes for Firefly Online, Season 3) >)

[1] from Firefly RPG Game Corebook;
under Further Adventures for mainstream episodes
--> (<War Stories>);
Funeral for a Boat(but different bad guys; move to Firefly Online, Season 3)

[2] from the Firefly RPG Book Echoes of War: Thrilling Heroics
-{1}- (<Friends in Low Places>); move to Firefly Online, Season 3

Friends in Low Places gives the crew the opportunity to help an old friend, get a heap of credits, and be Serenity View's biggest damn heroes. Monty, a former Browncoat, needs their help. His new wife, Daisy, has disappeared and he's convinced a fella by the name of Virgil Morningstar is responsible. Though Monty believes that Daisy is still alive and is hidden somewhere in Serenity View, he knows this job is more than he can handle by his lonesome.

Now the problem with Virgil is that he's a powerful man who owns half the town. Not only is he a "fine and upstanding" member backed by the Trader's Guild, the town's religious leader, Shepherd Carson, won't stop crowing about his righteous acts.

To figure out where Daisy went, the crew will first need to convince Monty he can trust them[if however it's the Serenity crew or a fellow Browncoat, Monty already trusts them]. Then, they'll have to

sniff around Serenity View some to see if they can pick up her scent. Trouble is, most folk won't talk openly about Morningstar, but they will let on that Daisy ain't the only one who's vanished.

The deeper the crew dig, the more obstacles get in their way. Cue suspicious folk like Shepherd Wiley Carson who ain't exactly what he seems, or the Guild trader's endless supply of hired goons and spies. If that weren't enough to fret on, Morningstar and an [Blue Sun and/or Brown Sun] Alliance colonel by the name of Sally Wu will offer the crew a shaky deal for a pile of credits and a heap of favors.

Seems everybody around town has a stake in Morningstar's business. Should the crew choose sides, they'll quickly find out how interesting Serenity View can get.

They can take matters into their own hands, strikes a bargain with the Devil, or broker a deal with the [Blue Sun and/or Brown Sun] Alliance. But, what will be important in the long run are the friends they can count on when they discover Morningstar's deepest, darkest secret in the final showdown at Serenity Valley. Truth be told, the crew'll need all the help they can get.

--> (related to above) by this point, most of the Parliament members and sheriffs from Hera that supported The Hera AATS Initiative have been voted out of office by folks on Hera or shot dead on Hera(at least a month ago); so, Monty and/or a new wife of his hanging out around Serenity View for a episode of Firefly Online still works(like it originally was in said Firefly RPG adventure)

-{2}- (<Freedom Flyer>); move to Firefly Online, Season 3

In Freedom Flyer, Maggie Miller, a mechanic and former Browncoat, asks the crew for help so she can escape to a new life.

During the War, Maggie helped the Independents by stealing Alliance military vessels and stripping them for parts. She did a lot of good for the wrong side as far as the [Blue Sun] Alliance is concerned, and although the Unification War is over, them [Blue Sun] Alliance types have a long memory. Now there's a hefty bounty on Maggie's head that was recently reissued by the Alliance. Even though six years have passed, seems the [Blue Sun] Alliance wants Maggie something fierce.

Maggie's dreams of a new life are in even more jeopardy now that her ma needs her help. Ma Miller's declining health put the poor old woman under a mountain of debt. Maggie knows it's time to leave now, before the Alliance throws her in jail or Ma gets tossed out on the street. Maggie is ready to settle her accounts, but she'll need help to tie up these nagging loose ends before she disappears.

Maggie has a pile of cash from her less honest days and will happily part with some of it for help, but getting to that cash may prove something of a challenge: She'll need the crew's help. That means recovering her stash, finding her ship, and making sure her sick ma is taken care of before Maggie heads out to her new life.

The crew will soon discover they've also got to protect her from a bounty hunter looking to cash in on the bounty on her head from the War. All this while staying under the radar in Mine's Falls, the sleepy town currently occupied by Major Li Harrison and his garrison of Alliance soldiers.

First, the crew has to find a way to sneak into Mine's Falls, where Maggie hid the cash. Without the money Maggie's put away, the rest of the caper won't get off the ground. It sounds easy enough, but Harrison's troops are on alert. If they spot her, she's as good as done and the crew won't be treated none too kindly for helping a wanted criminal. It won't be easy to sneak around Harrison, either, since the cash is in a huge strongbox that makes hiding the amount difficult.

Before Maggie can use the cash she's saved, she'll have to shake the bounty hunters on her tail. The most tenacious one, Hush Jackson, has a talent for showing up at the worst time. He's rigged the strongbox with a tracker and he has no problems drawing down on the crew once they've picked up the cash. If that brings the [Blue Sun] Alliance running, that might put the crew in a terrible bind.

Once Jackson loses her scent, the next part will be easier. To get from the Border to the Rim, Maggie's going to need to make a clean getaway. The mechanic's got a ship for just that purpose, named Diamond in the Rough, but it's currently hidden in the space junkyard of a jilted beau, Hollis Brooks, who is unaware of its existence. The crew has to find a way to get that ship back. It will likely mean sneaking into the orbital junkyard, getting the ship operational, and getting it out with Hollis none the wiser. Maggie's willing to keep him occupied by trying to relight the junkman's torch for her.

If all goes as planned, the only tears shed will be at the hospital when Maggie and Ma say their goodbyes, but when does that ever happen? Maggie's likely got Jackson, Brooks, and Harrison on the hunt for her by the time this caper wraps up, and they all know Ma Miller is laid up in St. Edith's Hospital. The crew has to get in quietly, pay off Maggie's Ma's bills, and keep Maggie out of trouble long enough for her to make her final escape. The majority of whatever cash Maggie has left is the crew's to keep for their trouble. Beats mud mining any day of the week.

[3] from Serenity RPG Book Out in the Black

--> (< Saffron's Star >); for a late season episode of Firefly Online, Season 3

"Brigit" has discovered that treasure ~~she lost all those years ago~~ is here in this town somewhere[the town of Frisco on Regina; on a mountainside, with a mine, a processing plant, and a port dock styled like two helicopter pads], but she faces a mountain of problems. First off is finding the *gorram* stuff. Second, even if she does find it, she has to get it out of the town without either the Miners (who would take it from her) or the Townsfolk (who would also take it from her) knowing about it.

Everyone seems to know something about the treasure, but no one trusts anyone else enough to put all the pieces together.

The only answer, she decides, is to play everyone against each other.

So, she has taken on five different roles: All under the guise of "Brigit, the School Marm."

Now, the crew most likely doesn't know a *gorram* thing at this point in the game and that's all right. What they do in the town will affect what role they play in all this.

"Brigit" is more than willing to accompany the crew around the town should they call on her for assistance, though she will not remain with them for long — she has other webs to weave. Jimmy Blake knows her publicly as "Brigit." The Tong members will be very friendly to her, while the miners will pull her aside to discuss "business." Everyone else in the town will know her as "Brigit, the school marm." She will be "Brigit, the mine owner's fiancée" to the crew — unless, that is, they know her as "Saffron" or "Yolanda" or even "YoSafBrig" from previous encounters.

Wherever "Brigit" goes, she will fall into the role that those around her expect her to.

When surrounded entirely by miners, "Brigit" will revert to the tough-talking Miner's Guild Organizer. She will be the proper school marm if townsfolk are about. She will change personae faster than you can say any of her names — so be prepared to play her that way, too.

--> (related to above[1]) keep mostly the same, but have the Peacekeepers Treasury be the treasure instead of the Independents Treasury(+ add The Peacekeepers as another faction to be trying to outsmart to try to take The Peacekeepers Treasury)

--> (related to above[2]) playing as the Serenity crew for the mission Saffron's Star in Firefly Online, Season 3 means Saffron will be comfortable with telling them everything, won't leave anything out, and won't try to double cross them(however, Saffron will still try to keep more of the treasure for herself if she gets even half a chance)

--> (related to above[3]) if on the off chance that the crew you're playing as for the mission Saffron's Star is first meeting Saffron, Saffron will be more guarded and more selfish around you(unless you can convince her a great deal that you can at least be friends)

--> (related to above[4]) table down below for bigger picture references of the several parts Saffron is playing as in Saffron's Star/Out in the Black

TABLE - A Lady of Many Names

Mine Owner's Fiancée	MCLARRIN: She is a school marm deeply in love with him and only wants what is best for them both. Sadly, bad people are spreading rumors about her in order to hurt her fiancée.	She is hoping to use McLarrin to institute a Miner's Guild Election during which the Miner's Guild will support a call for a sheriff.
Concerned Citizen	JOHN BLAKE (Town Council): She is a school marm who cares about Frisco. She is the fiancé of the mine's owner. It is true that she has a past connection with the Tongs through a distant relation, but this allows her to keep an eye on them for the town council.	She is planning to persuade the Town Council to hire her man for sheriff so that she can control the town before attempting to move the treasure.
Deal Maker	LAU TSU (Tong Warlord): She is working for Tong and tells them she is manipulating both the town council and the Feds.	She needs information from Lau Tsu in order to find the map to the treasure.
Federal Agent	JIMMY BLAKE : She is a Federal agent sent here to recover stolen treasure from the Independents and to do this she has infiltrated the local Tong. She trusts Jimmy to do whatever she tells him to do.	She mostly needs Jimmy to be dead, since he accidentally found out about the treasure, but in a way that will not call the Alliance down on her. She plans to set him up on the way back from Beylix (Episode III).
Miners Guild Organizer.	TERRENCE SLOAT: (Mine Organizer): As a secret Guild organizer, she assumes many guises in order to get the job done — even that of a school marm — in her gallant efforts too help the working man!	She needs control of the miners — and thereby the mine — in order to smuggle the treasure off this rock without incident.

[4] from Firefly RPG Book Things Don't Go Smooth;

<1> under adventure ideas from one of the Nasty Encounters sections

--> (<What "Good" Side?>); for a early season episode of Firefly Online, Season 3

A short while ago, the Barbossa Gang made out with a boatload of parts that manufacturers on Delphi need to make their quotas and feed their families. These fine folk took up a collection and scraped together just enough money to hire the crew to get the parts back.

There's no way the crew can win in a straight up firefight, but it is possible for a crafty pilot and a handful of crewmembers to infiltrate the gang, find out where the parts are being stored until they can be fenced, and get away in a quick manner. Initiations are bruising and grueling, of course, and the crew may be required to do some unsavory things to gain the gang's trust. How far is the crew willing to go to

get on the Barbossa Gang's good side? Will they be able to earn Tessa's trust? Or will their "pesky" morals get in the way of the job?

<2> under full-length adventures in Firefly RPG Book Things Don't Go Smooth --> (<Ten Little Lab Techs>); for Firefly Online, Season 3(a Roll Credits adventure idea from the full-length adventure Thieves in Heaven)

The medical research facilities located on Greenleaf have come to a startling conclusion. It seems that passengers and crews who operate Astrolabe ships have an increased chance of contracting cancer, possibly due to the proprietary shielding methods the corporation uses to coat their thinner, more efficient fuel cells. As soon as this speculative report hits the Cortex, the researchers who made the discovery start dying under mysterious circumstances: The last one alive comes to the crew for help.

Juan Hernandez has asked the crew to transport him and the evidence he's collected to the one doctor he trusts: His estranged mother, Dr. Kat Hernandez, who lives on Beaumonde.

Will the crew be able to dodge bullets long enough to reunite Juan with his mother? What happens when Dr. Hernandez reveals she can't verify Juan's findings and she needs more evidence to back up his claim?

(< Secret Missions and Secret Endings for Firefly Online, Season 3)

[1] Secret Mission: Play Spin That Alli-ray Around;

it doesn't branch off into a secret ending though(mostly self contained)

(1) if you recover Badger's advanced modified dedicated source box in a early mission for Firefly Online, Season 3 with help from the underground, and if you turn it on on your ship before giving it back to the underground, you can unlock this secret mission; but, the underground only lets you turn it on on your ship first if you're a ally of theirs

(2) look through the last known waves from Badger, and two of them talk about "a Alli-ray disc full of dirt on the Serenity crew"; Badger was about to do a deal with a outlaw for the Alli-ray disc, but Badger was recently killed in the line of duty for the underground before he could get there

(3) the secret mission is getting to the deal and taking the Alli-ray disc instead

(4) (related to above) if you intend to keep the Alli-ray disc quiet on Badger's girlfriend's behalf(and also Badger's behalf after his death), the underground's behalf, or the Serenity crew's and/or the Brown Sun Alliance's behalf, then you get at least forty thousand credits in exchange and get to keep the Alli-ray disc yourself(it goes up to fifty thousand credits if you're doing it on Badger's girlfriend's behalf); if you intend to sell off the Alli-ray disc to the Blue Sun Alliance, then you get a million credits(but you also get the silent treatment and cut off from business from Badger's girlfriend, the underground, and the Serenity crew's and/or the Brown Sun Alliance for the rest of the Firefly Online season)

(5) the kind of funny thing about this secret mission is the Alli-ray disc isn't as game changing as it seems; it just leads to four folders with four new spins on the single player Firefly campaign, and they're each password protected

(6) (related to above[1]) the catch is that only the Serenity crew have the passwords for those four folders; so you have to at least ask nicely enough to get them, and they won't do that if they are giving you the silent treatment over the Alli-ray disc

(7) (related to above[2]) the four folders are named Inara's Secret Mode, Mal's Secret Mode, Simon's Secret Mode, and Kaylee's Secret Mode; if you at least have a player character on fairly good terms with all four characters, asking them all for the passwords is easy(but you can also decide to only ask for passwords for just a few of the folders if you feel like it); each character will type it out for you for that certain folder with his or her name on it then(but the game never actually reveals what the passwords are(meaning it's impossible for a gamer to just leak the passwords on the internet))

(8) (related to above[3]) there is a kind of crazy exception though if you don't at least have a player character on fairly good terms with Inara, Mal, Simon, and Kaylee; if you have a teenage player character who has River as a lover at this point in Firefly Online or a player character who is close friends with River, River could type out all the passwords and unlock all four folders for you; but only if you at the very least let River help you be on good terms with everyone on the Serenity crew(and not just fairly good terms; but of course River's exception to that would be Jayne, since they don't like each other much anyway)

(9) (related to above[4]) Inara's Secret Mode(or The Companion Captain Mode)

--> Play through the whole single player campaign as Inara as captain of the Serenity crew; Zoe remains the first mate for the crew, and Mal is mostly just regarded as a hired gun by people aside from Zoe and Kaylee; but the episode Like Well Water stays exactly the same; most of the episodes in this secret mode come with the added in choice of Inara trying to make peace with more people as a highly regarded Companion(but the

added kicker of The Alliance being severe and swift with punishment against Inara's crew if they're caught in criminal jobs by The Alliance[including protecting Simon and River from The Academy], since The Alliance would be watching a crew captained by Inara more closely); higher score levels than before

(11) (related to above[6]) Mal's Secret Mode(or the Dead Crazy Two-Way Battle Mode)

--> Play through the whole single player campaign with River's specially rewired two-way radios from the 2-parter Dead or Alive; what makes it harder is that the enemies also have specially rewired two-way radios of their own, because Saffron got her hands on the original two specially rewired two-way radios, 3D printed exact copies of them, and made a lot of credits off of selling a whole line of specially rewired two-way radios across the Verse(the game never explains how Saffron got her hands on the originals though); turns the episodes into a double teamed effort on both sides with more kills and body count for higher score levels than before

(12) (related to above[7]) Simon's Secret Mode(or The Hands of...Resurrection?! In a Firefly Game?! What the ****?! Mode)

--> Play through the whole single player campaign with no one dying; what makes it harder is anyone that gets killed in the typical single player campaign comes back as a unemotional Hand of Blue working for the Hands of Blue who keeps dripping dark red liquid from his or her fatal wounds(so best to heal as many people as you can in-game to keep them from dying, enemy or ally); kind of quickly turns all the episodes into a morbid survival horror with a conspiracy plot by The Academy to take over everything including The Alliance with higher score levels than before

(13) (related to above[8]) Kaylee's Secret Mode(or The Episodes Are Alive with The Pretty Sound of Music Mode)

--> Play through the whole single player campaign with all the episodes turning into musicals(pretty much like for the Once More with Feeling episode from Buffy: The

Vampire Slayer, where everyone is just singing what they're saying) and a long dance game video game; no one dies, but the only things hit by guns are moving parts of the background for bonus score points like midway games within the game; and higher score levels than before

(14) (related to above[9]) you don't get new credits carried over from the single player campaign for completing any of these secret modes(because that would be too easy to get rich quick in-game otherwise), but you do get to unlock a bonus reward for a player character in-game throughout the rest of Firefly Online, Season 3 for each secret mode you complete; but it's limited to only the first player character who completes said secret mode(s), and these bonus reward(s) don't automatically and completely carry over to Firefly Online, Season 4

(15) (related to above[10]) if you complete Inara's Secret Mode, you get to have lover(s) for a player character of your choice with no drain on health bars; if you complete Mal's Secret Mode, you get a replica ship of Serenity to fly in addition to your own ship(with the crew split in two for flying and stuff, but no new hires to even things out in-game); if you complete Simon's Secret Mode, the whole ship is fully stocked with unlimited medical supplies; if you complete Kaylee's Secret Mode, your ship(s) are 1.5 times faster and tougher in-game with Kaylee's rustic but efficient loosely Serenity modeled ceramic fortifications(but 1.5 times more likely to burn out or explode faster if hit enough times in-game)

[2] Secret Mission: Dear Diary... It's The Sting;

it doesn't branch off into a typical secret ending, but there are rewards in-game for completing this secret mission(very self contained)

(1) if you beat Firefly Online Season 3 and go back to the meta in-game design room, you'll find a copy of Kaylee's diary(with a book cover mostly rustic brown with short gray like sleeves on the lower corners, some strawberry stains, and the word

Kaylee's across it in very light gray letters) and a copy of Saffron's scrapbook alongside the AATS blueprints

(2) open either one, and you get to play through The Sting: The Better Days Cut as Kaylee, Inara, River, Zoe, or Saffron; but this secret mission is a very unusual one(the foreword for either the copy diary for Kaylee or the copy scrapbook for Saffron will even outright warn the player, followed by a yes or no window asking "if you'd like to continue to the secret mission")

(3) (related to above[1]) it's a secret mission that's really a choose your own adventure interactive story of The Sting: The Better Days Cut; play through all the possible paths, and you'll find a different ending for each of the "Firefly Sisters"(but they don't really branch off; mostly for fun)

(4) (related to above[2]) Inara's alternate ending leads to Inara leaving the Serenity crew sooner; out of being more tired of rules and demands in general, and not just with trying to keep up with Mal or Companion demands(but because of both at the same time) and moving in with Nandi; the Serenity crew struggles to continue on without Inara on the crew(several episodes before Those Left Behind), and Councilor Rena and Book don't make it back alive from the episode Those Left Behind

(5) (related to above[3]) Kaylee's alternate ending leads to her talking Saffron out of unintentionally hurting Inara with a certain cruel joke in Act III(even though Kaylee didn't know what that cruel joke would be), and Saffron starting to become friends with benefits with both Inara and Nandi as a result of that night; Mal pushes himself away some from all three of them out of his lingering trust issues with Saffron, and breaks up with Inara and Nandi as lovers over those trust issues

(6) (related to above[4]) River's alternate ending leads to her beating Saffron to unlocking the door for Inara seconds after Saffron leaves the door locked, River telling Inara this over her earbud, Saffron and Inara being more relieved, Saffron in the epilogue

telling River she owes her for helping protect Inara's feelings(and Saffron also indirectly admitting she's scared of River)

--> River liking that offer well enough not to argue because she can be really precise to the point of not even giving Saffron herself a chance of backstabbing her without River swiftly noticing, and River stacking up lots of "I owe yous" on Saffron to the point of making her her own personal servant as creepy payback for all the times Saffron backstabbed people in the past; River has a falling out with most of the Serenity crew over this and moves in with Saffron(with Saffron as her personal servant), Saffron secretly waits until she can get to the Cortex without River around to mind read her and briefly becomes a double agent then and there in exchange for her freedom

--> Saffron seeming at first to sell out River to Kalliav in exchange for possibly working for her instead in the episode Those Left Behind, then killing a suspicious Kalliav before she can kill River or Saffron herself(and Saffron already assured Jayne before she seemed to have left him that acting like she's River's personal servant "is only a part to play" and that she'll find her way back to him someday)

--> Simon by then has already gone off on his own; with him knowing River is happy enough without him, and with him not able to even look at River anymore

--> Saffron and River come to a bittersweet understanding, they start leading and reforming the Niska syndicate into a mostly good natured syndicate for the better(and Saffron and River finally start treating each other as equals and friends), Saffron and River get Councilor Rena and Eli released(saving both of them), and Saffron informs everyone left on the crew of all of what happened just before Jayne is about to impatiently head out to find her himself

--> Jayne decides to still go to Saffron because he really doesn't want to lose her again, Jayne becomes part of Saffron's and River's new crime syndicate, and the rest of the Serenity crew teams up with Book's spy network on a permanent basis to protect themselves and the spy network(without River, Simon, or Jayne there to help)

(7) (related to above[5]) Zoe's alternate ending leads to her using the drunk partygoer as a hostage after breaking his arm to buy time to escape from the Alliance guards, she makes it to River and Kaylee, Sister Claudia soon catches all three of them with help from Alliance guards, River escapes from her chains in a separate closet, she takes out some Alliance guards, and she helps Kaylee escape from a separate closet

--> River gets overwhelmed with collectively feeling what Zoe and Inara and Kaylee are feeling, Zoe's rescue and her breaking out still happens as before, Saffron admires Zoe some more after finding out Zoe used the drunk partygoer as a hostage, and Saffron and Zoe are becoming slowly but surely close friends as a result of that night

--> Zoe tells Saffron her plan to help the Dust Devils try to take down the AATSs, Saffron agrees to help, and the whole line of AATSs are destroyed at a heavy cost(Zoe, Saffron, and many Dust Devils are killed in the fallout, while the surviving members of the Serenity crew are still rich in money from the 2-parter episode Better Days)

(8) (related to above[6]) Saffron's alternate ending leads to her rerouting sensors on the ceiling to her Personal Cortex Access Device before turning off the security cameras, keeping that knowledge hidden from the others, getting a security alert on the wide window that River unscrews open, Saffron going over to try to help Inara get River back inside(and Inara tells her thanks anyway and to just let her handle it[when they find out there's no snipers outside]), Saffron hearing cryptic words from River, and Saffron stops by Kaylee to assure her of things a little

--> Inara stops by Kaylee to check if she's okay, Inara suspiciously wondering how Saffron could know exactly where River was so quickly, Saffron going to find Zoe and turning up the steam in a certain steam room, Saffron realizing what River is really trying to say on the way to Carolan in light of the cryptic words she heard(and deep down wanting to help River see that she is not just a weapon for the crew[as River has been lately thinking]), and River surprisingly more curious and somber around Saffron

throughout the heist(in the wake of the thoughts she mind reads off Saffron[not just being more somber around Saffron in Act III])

--> Saffron offering River the scrapbook she made for her on River's and Simon's medical station in the epilogue(instead of River getting it as a birthday gift in the episode A Mixed Blessing on Us All), and Saffron becoming good friends with River over the Cortex by the episode A Mixed Blessing on Us All(with River realizing sooner that they actually are more like sisters than enemies)

--> with learning some of Saffron's cunning, River gets more sneaky with Nandi in Act III of the episode All-Tempted and Junk; River tells Nandi to tell Mal she's going to sleep kind of early in her bunk instead of "going to see a client", River goes into Nandi's bunk when the coast is clear, and River turns off the lights to make it seem Nandi is indeed sleeping, River at 17 years old and Nandi have sex, and it leads to a falling out when the secret gets out soon after the Serenity movie

--> Simon and Zoe have a falling out with River and Kaylee over this and go off on their own; Wash's death is still weighing heavy on Zoe's mind and not helped much at all by finding out about River's underage sex act, and Simon knows River wants to stay on the Serenity crew come what may(even if Simon himself isn't there) in addition to feeling hurt that River lied big time to him about not having underage sex with Nandi

--> Simon and Kaylee are no longer friends or dating, Mal and Inara can't help but push away River and Saffron some over being somewhat distrustful of them both(not as harshly as with Jayne, but similar), and Saffron becomes the new first mate on the Serenity crew in place of Zoe(who is still good friends with River and Kaylee)

(9) for each alternate ending you unlock, you get a free shiny brown and studded metal treasure chest with that player character's name across it in light blue letters(but a player can only get one treasure chest from each alternate ending); one for Inara, one for Kaylee, one for River, one for Zoe, and one for Saffron

(10) if Inara, Kaylee, River, Zoe, and/or Saffron are on your crew as player character(s) or AI run characters, you can give a player character treasure chest to the one whose name matches the one on said treasure chest(and only to that player character); but, you can alternatively offer it in a first meeting with another crew or in another shuttle with Inara, Kaylee, River, Zoe, and/or Saffron(whether player run or AI run)

(11) if you're on at least okay terms with Inara, Kaylee, River, Zoe, or Saffron(whether as a player character on your crew, player run by a different player, or AI run) and you give that player character the player character treasure chest with the matching player character name, she opens it up; and you get 4 extra lover points with her(but the player character treasure chest automatically disappears afterwards)

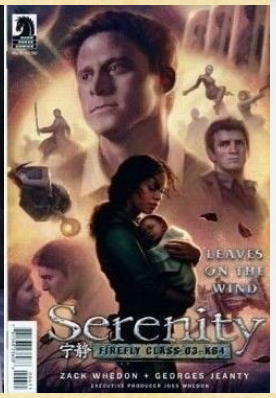
(12) if you want to get more than just 4 extra lover points from a player character treasure chest, there's a kind of crazy way to do it

--> if you wait until after unlocking and completing certain secret mode(s) from the secret mission Play Spin That Alli-ray Around to give a certain player character the player character treasure chest with the matching player character name(it can be either Inara, Kaylee, River, Zoe, or Saffron[regardless of which secret mode(s)]), then she is so happy with this player character treasure chest that she pulls out a episode themed Alli-ray disc from that player character treasure chest for you to keep(before the player character treasure chest disappears)

(13) (related to above[1]) Inara would give you the Those Left Behind episode themed Alli-ray disc, Kaylee would give you the 2-parter episode Better Days themed Alli-ray disc, River would give you the Objects In Space episode themed Alli-ray disc, Zoe would give you the 2-parter episode Serenity themed Alli-ray disc, and Saffron would give you the 2-parter episode Dead or Alive themed Alli-ray disc

(14) (related to above[2]) putting a episode themed Alli-ray disc in a disc slot for a computer, a Cortex screen, a Alliance dedicated Source Box, or modified dedicated Source Box automatically unlocks two files from that episode themed Alli-ray disc

(15) (related to above[3]) the Those Left Behind episode themed Alli-ray disc has a audio commentary from the writers and designers of the Firefly Online game for Firefly Online Season 3, and a player character of your choice can get and keep the Bodyguard from On High special ability(loosely spun from Inara's character distinction Speak Now, Or... from her character sheet in the Firefly RPG Corebook)



--> in-game for Firefly Online, the Bodyguard from On High special ability gives a player character temporary immunity to all attacks if that player character just takes position in front of another player character crewmember to protect them for a turn; it automatically means the player character directly using this special ability helps get the other player character to a safe distance, or knocks him or her down to protect him or her from incoming gunfire or the like

--> the Bodyguard from On High special ability can be used as many times as you want for protecting the aforementioned already being protected other player character throughout a whole fight(unlike any Companion in-game without this special ability, who can only do it once in a fight and without temporary immunity to all attacks); but, it can only work if the special ability is used as the first move out of a crew in a fight, and can only be used throughout one fight for a day in-game

(16) (related to above[4]) the 2-parter episode Better Days themed Alli-ray disc has a audio commentary from the writers and designers of the Firefly Online game for Firefly Online Season 2, and a player character of your choice can get and keep the Shinin'

Things Up special ability(loosely spun from Kaylee's character distinction Lighthearted from her character sheet in the Firefly RPG Corebook)

--> in-game for Firefly Online, the Shinin' Things Up special ability illuminates a whole section of ship or a whole room for two seconds, and all of a player's crewmembers who are in that section of ship or in that room get a temporary immunity specially for physical side effects for one round of fighting; the Shinin' Things Up special ability also exposes all sneak attacks for all of a player's crewmembers who are in that section of ship or in that room for two seconds

--> but, the Shinin' Things Up special ability can only be used once per day in-game

(17) (related to above[5]) the Objects In Space episode themed Alli-ray disc has a audio commentary from the writers and designers of the Firefly Online game for Firefly Online Season 4(but it comes up with a red blocky warning label across it that says "Spoilers Warning! Please at least complete Firefly Online, Season 4 first"), and a player character of your choice can get and keep the Psychic Daze Rain special ability(loosely spun from River's character distinction Psychic Flashes from her character sheet in the Firefly RPG Corebook)

--> in-game for Firefly Online, the Psychic Daze Rain special ability gets River to briefly appear in a very bright psychic flash attack to temporarily blind and deafen a opposing player character in a fight before that opposing player character can make a move for a turn; the Psychic Daze Rain special ability also gives the player character with that special ability several extra seconds to react before the opposing player character can try to make a move

--> the Psychic Daze Rain special ability can only be used once per day in-game unless the player character using the special ability has a high level in Reader class; if the player character using the Psychic Daze Rain special ability has a high level in Reader class, the Psychic Daze Rain special ability can be used once per fight in-game(instead of once per day in-game)

(18) (related to above[6]) the 2-parter episode Serenity themed Alli-ray disc has a audio commentary from the writers and designers of the Firefly Online game for Firefly Online Season 1, and a player character of your choice can get and keep the Browncoat Side Step special ability(loosely spun from Zoe's character distinction Sea of Calm from her character sheet in the Firefly RPG Corebook)

--> in-game for Firefly Online, the Browncoat Side Step special ability turns a physical side effect in a gunfight into a temporary replenish of health on that player character's health bar for a turn

--> the Browncoat Side Step special ability can only can be used once in a gunfight, and that player character takes double the damage from said physical side effect after everyone else had a turn or after the gunfight is over

(19) (related to above[7]) the 2-parter episode Dead or Alive themed Alli-ray disc has a long audio commentary from the main Firefly cast and Joss Whedon reflecting on all four seasons of Firefly Online(but it comes up with a red blocky warning label across it that says "Spoilers Warning! Please at least complete Firefly Online, Season 4 first"), and a player character of your choice can get and keep the Thrill Up My Muscles special ability(loosely spun from Saffron's character distinction Start Fresh from her character sheet in the Firefly RPG Corebook under GMC datafiles)

--> in-game for Firefly Online, the Thrill Up My Muscles special ability temporarily heightens almost every stat for a player character by 3; but, it weakens the health bar of that player character down to half of that player character's current state of health at the time of using the special ability each turn it's active

--> the Thrill Up My Muscles special ability can last for three turns maximum; but, using it for a third turn has the risk of killing that player character from weakening his or her health or otherwise; if the fight is over before then, then the Thrill Up My Muscles special ability turns off for the fight

(20) (related to above[8]) a player character that has any of the five aforementioned special abilities(Bodyguard from On High, Shinin' Things Up, Psychic Daze Rain, Browncoat Side Step, or Thrill Up My Muscles) has a choice just before any mission in-game; that player character can choose to bring in that same special ability to the mission or bring in his or her highest tactical character distinction to the mission(but it can't be both, which balances things out)

(21) (related to above[9]) the player can download the audio commentary files to listen to for later, or play them over a computer, Cortex screen, or a almost watery screen for a Source Box(but all gameplay completely pauses around the same player while playing the audio[gameplay only resumes after pressing the stop button literally on the Cortex screen])

[3] Secret Ending + Three Secret Missions: Cortex Shooting Star;

a unlockable ending that can branch off to Firefly Online, Season 4

(1) if you've collected a golden Earth-That-Was globe at every key base, you can unlock the three secret missions leading up to this ending

(2) each golden Earth-That-Was globe has parts of a secret Cortex clearance code on the back of them(all together, they piece together the clearance code to directly enter

into the Cortex); entering the clearance code(C14TG5-17UR-GJ83) will unlock a secret Archival Directorate archive folder

(3) the folder in turn has inside a “Blue Sun Alliance disapproved” myth about The Cortex Shooting Star and three archival artifacts(a Earth-That-Was pie tin, a Aztecan god idol, and a silvery hovercraft’s Cortex tactical screen in a Core Civilizations War exhibit); stealing the Blue Sun Alliance archival artifacts on behalf of the Brown Sun Alliance or temporarily acquiring them under the Blue Sun Alliance are the three secret missions(Pie Tin to Write Home About, It’s Just Aztecan to Me, and Silvery Spoon at the Core)

(4) The Cortex Shooting Star myth is that a comet broke off from the Uroborus Belt(asteroid belt) in the early formation of the Blue Sun system, carrying dragon fire across the system to all the settlers who angered a Chinese red dragon who wanted to protect her dragon egg from them(with the Chinese red dragon riding on the comet and unleashing fire breath on the settlers); the dragon egg hatched in the flames of the dying; two Chinese blue dragons came to try to save the settlers, but it was too late; the few settlers left left the Blue Sun system in a hurry, deciding to be more careful of where they settle from now on; a new generation of settlers settled on the Blue Sun system, and have been plagued by terrible wildfires ever since; every year, there’s a new Cortex Shooting Star to bring forth the wildfires

(5) after completing all three secret missions under Brown Sun Alliance or Blue Sun Alliance, each of the three archival artifacts gives a clue about the trajectory of the original Cortex Shooting Star; if all three rough coordinates are put on a map of the Verse on a Cortex screen(any Cortex screen really), the trajectory leads to a abandoned mostly flaming red Skyplex that resembles a classic flying saucer

(6) if you’re Mal’s crew or for Brown Sun Alliance, you have the extra option of selling off the three archival artifacts(whether you continue on with the Cortex Shooting Star ending or not); together, they get you four point five million credits

(7) if you're for Blue Sun Alliance, you have the extra option of trying to arrest player characters trying to steal the same archival artifacts; you get two million credits back from The Alliance if you succeed

(8) if you continue on with the Cortex Shooting Star ending, you go to the mostly flaming red Skyplex; it turns out to be a mobile superweapon that can shoot superlasers out of a metallic dragon mouth and has a whole ring of grav engines(it's really a smaller Skyplex than most; half as big as a Tohoku Class city ship); the Cortex screens and controls are worn out and broke beyond repair, and a corpse is by the controls(hunched over and still clutching to some of the controls)

(9) what little archival data is left to salvage explains that this superweapon called the Dragonwrath was left behind from the days of the Core Civilizations War by a red-belly named Donald Rumo who was too extreme even for the other red-bellies; he died of starvation and thirst after running out of his own rations and water(because no one on either side of the Core Civilizations War wanted to even try to help him; also looks a lot like Donald Trump, but with red dyed hair)

(10) no further data is found, leaving the Cortex Shooting Star myth up in the air all over again; because no evidence is found to trace back to when the Dragonwrath was beginning to be constructed or finished constructed

(11) the only salvageable part of the Dragonwrath is one of the superlasers; it can easily be mounted onto a Tohoku Class city ship or Crete Class ship as a big laser gun turret(for Blue Sun Alliance or Brown Sun Alliance) capable of crippling half of any city ship if got a clear shot past any and all military issue ASREVs, or it can be divided up into frontal laser gun turrets for several Firefly Class Series 3 ships(making a fleet capable of crippling half of any city ship if get enough direct shots at it, even with any military issue ASREVs getting in the way of some of the ships)

(12) either way, having the Dragonwrath's superlaser can greatly further escalate or stop all the quicker the brink of war in Firefly Online, Season 4(ironically a unintended mirror of Star Wars space battles)

Firefly Online, Season 4

(< Comings and Goings >)

[1] the main plot for Firefly Online, Season 4(Season 6 for the series as a whole) (mostly based on Firefly Boom! Comics main comics; but no giant centipede aliens)

a month after Firefly Online, Season 3, most folk in the Blue Sun Alliance and in the Brown Sun Alliance are really tired, hurt, and sickened by all the fighting between them(from Firefly Online, Seasons 1 to 3); even most politicians on both Alliances are trying to reunite for peace(in large part thanks to the Guild Council of Elders, including Inara, being key negotiators for Alliance Reunification)

--> as part of the agreement for Alliance Reunification, the Blue Sun Alliance is beginning to completely dismantle and defund the Blue Sun corporation; but both Alliances try out a system where outlaws can apply to be Alliance citizens again and

dissolve the federal charges against them through some paperwork(and have to be approved by a Parliament overseen approvals committee to become a citizen again) as a peaceful alternative to killing any outlaw that gets in their way(so likely only towards lesser threats, but a bold peace gesture nevertheless)

--> but the Blue Sun corporation will do anything to not be dismantled; even reignite the flames of hate between the two Alliances

--> the Blue Sun corporation's plan for the Season 4 endgame is to send some Hands of Blue to kill the two biggest politicians behind the agreement for Alliances Reunification at the same time on two different planets

--> if the Hands of Blue can't be stopped in time, it would lead to both Alliances quick to blame the other and lead to all out war between them

--> or the Hands of Blue are stopped, and there is finally mostly peace throughout the Verse with the two Alliances slowly but surely becoming one Alliance for the better; River and Simon's parents are even happily reunited with River and Simon at home after both The Blue Sun Alliance and The Brown Sun Alliance pardon River and Simon of all crimes(a personal request from Mal and Inara themselves to both Alliances, which happens in no small part thanks to Inara's influence as a key leader of peace in recent months in both Alliances and as a highly regarded Companion of the Guild)

--> but, it's not just the Blue Sun corporation that wants to reignite the flames of hate between the two Alliances

--> (related to above[1]) some of the Verse's most wanted Browncoats are ironically framing Mal and Zoe for a Unification War crime that the two didn't do involving a high ranking military member of the Brown Sun Alliance just to reignite the flames for Browncoats within both Alliances(in addition to war crimes Mal and Zoe did commit); meanwhile, some high ranking Blue Sun Alliance military officers are framing Simon and River for a massacre that the two didn't commit(but that River can't shake so easily from her head and can't help but be overwhelmed by because of telepathically reading minds from a massive uprising of Browncoats growing around everyone)

--> (related to above [2]) which would make more sense for Mal to somewhat more readily team up with Boss Moon here than before the Serenity movie; in a time where peace between Alliances might finally be possible(no matter how much Mal may grumble about it)

--> (related to above [3]) and can still have Inara be around

[2] but, Mal, Inara, and Nandi being together for a year and a month before Firefly Online, Season 4 would be a added stinging complication for all three of them for most of the season(explained further down below)

--> Inara is more quick to believe Mal and Zoe's full arrest warrant(with the additional war crime that Mal and Zoe didn't do included) than her own lover Mal, even though Inara's friends with benefits Nandi tells Inara that that additional war crime was by different Browncoats and not Mal and Zoe

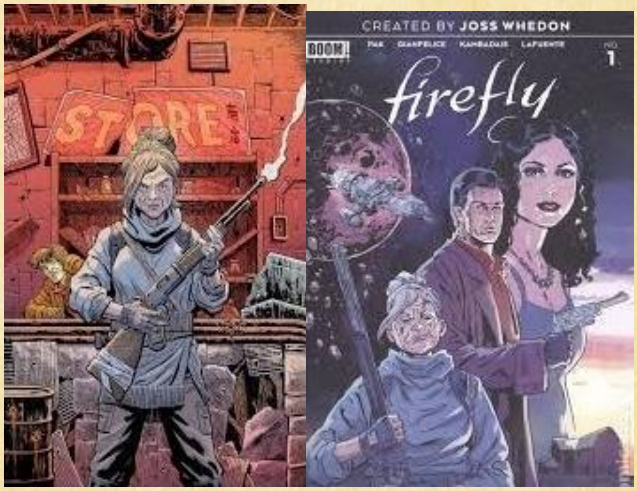
--> Mal, Inara, and Nandi all make up later though; after Inara finally puts together that Mal and Nandi were right all along

[3] but, Mal's mother doesn't really come back; instead, it's one of Mal's older sisters claiming to be Mal's mother(who left for one the Core Planets before the planet Shadow was bombed by The Alliance)

--> (related to above[1]) but, it wasn't to stay on that Core Planet; it was really part of Mal's older sister's plan for years to tear The Alliance down from the inside(since the

Unification War and beyond), even if it means tearing down both the Brown Sun Alliance and the Blue Sun Alliance to make sure it happens)

--> (related to above[2]) she also got very different hair with a platinum blond wig and plastic surgery on her face soon after the Unification War started; to claim it's "just" to protect her identity from The Alliance and to claim to most everyone outside her own family that she's Mal's mother in disguise; and disrespecting Mal's mother's memory to the point of even going after the more Browncoat sympathizing Brown Sun Alliance would really rub Mal the wrong way(no matter what else his older sister believes)



[4] Mal, with help from Boss Moon and some intelligence agents of the Brown Sun Alliance, goes undercover as a Blue Sun corporation aligned sheriff under a different name for a month or so on a Blue Sun affiliated Rim planet to help Brown Sun Alliance Intelligence figure out the Blue Sun corporation's next moves(while keeping Mal's whereabouts a secret right under the Blue Sun corporation's noses)

--> (related to above) but, the Brown Sun Alliance doesn't know what Brown Sun Alliance Intelligence is doing here, or that Brown Sun Alliance Intelligence has found Mal; because Brown Sun Alliance Intelligence believe he's innocent of that war crime he was framed for in the first place, while a big number of politicians and Alliance police in the Brown Sun Alliance wouldn't believe Mal's story here

[5] depending on the path Zoe takes in-game for Firefly Online, Season 4, Zoe can become a acting Brown Sun Alliance Intelligence agent to help keep watch for any Blue Sun backed attacks on Mal(and so Zoe would still have Mal's back, even now), or go on the run with Nandi to help keep her safe from the Hands of Blue or the like(which was Mal's last order to Zoe before he and Zoe had to split up to escape from Blue Sun Alliance authorities and/or Brown Sun Alliance authorities)

[6] depending on the path Kaylee takes in-game for Firefly Online, Season 4, Kaylee can stay with Mal and becomes a acting Brown Sun Alliance Intelligence reserve agent as she herself asked of them(if all else fails, she'll come to Mal's rescue with a gun), go on the run with Simon and River to help keep them safe, or go on the run with Leonard Chang-Benitez and Jayne to rob Blue Sun freighters to save up enough credits overtime for the main Tam family(Simon, River, and their parents) to be able to disappear forever from the radar of both Alliances

--> (related to above; for path 3) because with all the fighting between Firefly Online Seasons 1 to 3, Simon's and River's parents would be at this point in time that disheartened with both Alliances by all the fighting; and they already wouldn't trust much anyone from either Alliance Intelligence agency again(after River was experimented on in The Academy by the original incarnation of Alliance Intelligence)

[7] (mostly based on the Firefly Boom! Comics comic event Firefly: Blue Sun Rising) when the Blue Sun corporation is a week away from a corporate takeover of most corporations and half of the politicians in both Alliances(kickback money included), Mal destroys a certain Blue Sun corporation backed robot deputy before it can go online for duty for the day(a Blue Sun corporation backed robot deputy that, only a day or two ago, was assigned to be a deputy for Brown Sun Alliance double agent Mal), and Mal and Brown Sun Alliance Intelligence gather as many allies as they can to try to stop the Blue Sun corporation for good

--> (related to above[1]) depending on the paths taken in-game for Firefly Online, Season 4, your allies can very well include Serenity crewmembers, Saffron, Nandi, and/or temporary alliances with enemies of the Serenity crew from Firefly Online Seasons 1 to 3

--> (related to above[2]) however this shakes out, a big part of the Blue Sun corporation manages to go into hiding, continues on with the Hands of Blue serving them(yes, that part of the Blue Sun corporation), publically blames Mal and his allies for trying to overthrow both Alliance governments, and insists that the Blue Sun corporation is just “getting big renovations and repairs done”

--> (related to above[3]) however, if Mal and his allies can keep and/or gather enough solid evidence to prove that the Blue Sun corporation was planning a corporate takeover of both Alliances, the Blue Sun corporation can really start going out of business for good

[8] at the start of Firefly Online, Season 4 in-game, River is eighteen years old; lover options with her open up to adult characters throughout Firefly Online, Season 4

--> and any teenage character lover of hers is probably a adult or close to being a adult by this point in game anyway; so, they still can be lovers

(< Possible Episodes for Firefly Online, Season 4) >)

[1] from Firefly RPG Game Corebook;

under Further Adventures for mainstream episodes

--> (<Heart of Gold>);

Petaline Ain't Bitter; change to Nandi Ain't Without A Grudge(to combine with Go Blue; secret ending for Firefly Online, Season 4);

--> (<Objects in Space>);

Go Blue(combine with Nandi Ain't Without A Grudge);

[2] from Firefly RPG Book Things Don't Go Smooth;

<1> under adventure ideas from one of the Nasty Encounters sections

--> (<The Deepest Cut>); for a late season episode of Firefly Online, Season 4 (with some moderate rewrites; explained further past this RPG book excerpt)

Some jobs are easy pickings, and this one seems like a no-brainer. The crew is hired by a trusted friend to retrieve a set of blackmail documents from a little-known group called the Oiorpata at a remote location. When the crew arrives at the designated spot, all they find is a town called Pontus, filled with tall, strong, and deadly women.

The documents are nowhere to be found, and the townsfolk become enamored with the crew. The minute they try to leave, however, friendly faces turn sour and won't let 'em go, not without a fight. Will the crew try to shoot their way out of the town? What happens when the crew finds out they've been double-crossed?

--> (related to above) the mercenary queen Charlotte Du Bois greatly misleads River and two other members of the Serenity crew to Pontus when she says she has valuable access codes to easily get past security and snatch Boss Moon, because Atalanta wants River as her mate; which is not at all helped by the main story of Firefly Online, Season 4(plus

with River being 18 years old by the start of Firefly Online, Season 4, and River's legendary reputation along with the rest of the Serenity crew's legendary reputations)

--> River isn't in love with Atalanta; but you can choose several different ways for River to get out of it

--> (related to above[1]; for ending 1) if River offers to help Atalanta take down Charlotte Du Bois in exchange for letting her and the two other Serenity crewmembers go, and if River does this when the two of them are alone, Atalanta can be fairly easily convinced; it turns out Atalanta secretly wants to bring gender equality to the Oiorpata and/or Pontus because she believes it would be more profitable and liberating in the long run for them as a slightly less secretive colony(River being a reader could pick up on that kind of easily), and Atalanta knows that would mean taking down Charlotte Du Bois when a perfect opportunity came

--> (related to above[2]; for ending 1) they both break into her house that night to get the job done(but the two other Serenity crewmembers stay up to be backup in case); Charlotte Du Bois pleads when nearly dying that she would rather die than go back to The Alliance, and so Atalanta in tears shoots Charlotte Du Bois dead to grant her dying wish(if none of the two other Serenity crewmembers do it first)

--> (related to above[3]; for ending 1) afterwards, Atalanta kind of quickly takes over Pontus and the Oiropata; Atalanta with a heavy heart lets River and the two Serenity crewmembers go, but offers them some of the Oiropata to temporarily join them in their quest to free Mal and/or Zoe and/or Simon from The Alliance; River can accept or decline the offer; and Atalanta gives River a goodbye kiss(River only lets her without hesitance because she knows Atalanta knows that it's the closest she'll ever get to being River's lover, and that's enough for Atalanta to come to terms with that)

--> (related to above[4]; for ending 2) if River isn't seeing two lovers at the time, and if she makes a bet with Atalanta that River herself and the two other Serenity crewmembers would be let go if she can heal Charlotte Du Bois's deepest cut, Atalanta is

somewhat amused; in a hour, she takes River over to Charlotte Du Bois's house and lies to Charlotte Du Bois that River is a new willing spy for Charlotte Du Bois herself to screen out(but Atalanta had already prepared a 3D print of a wanted poster from the Cortex that she "happened to dig up from two years ago" on River and Simon[protecting her own reputation and good standing in the colony in case River fails at the bet, and even mostly expecting River will fail anyway])

--> (related to above[5]; for ending 2) when River is alone with Charlotte Du Bois, she in a few minutes easily realizes she's River(and about to call for help from other girls in the Oiropata because she knows there's a 50/50 chance that Atalanta lied to her on purpose so River can take her down for Atalanta herself); River calms her down kind of easily though by recalling getting the signal out to expose the secret of Miranda to the Verse(from the Serenity movie) is enough to know that she's not her enemy

--> (related to above[6]; for ending 2) Charlotte Du Bois very reluctantly admits that River is right; because by now, just about everyone in the Verse knows Mal's full reasons for exposing the secret of Miranda in the Serenity movie("They will try again. Maybe on another world, maybe on this very ground, swept clean. A year from now, ten, they'll swing back to the belief that they can make people...better. And I do not hold to that. So no more running. I aim to misbehave."); and Charlotte Du Bois really doesn't like being told what to do or people trying to control her

--> (related to above[7]; ending 2) Charlotte Du Bois then hears River's bet out loud, and Charlotte Du Bois laughs it off with laughing hard; she says she doubts anyone can, but that "I'm beginning to see why Atalanta wants you as a mate"(and that River is welcome to try in light of that)

--> (related to above[8]; ending 2) nearly anything River tries at this point in-game won't work and leads to Atalanta taking out River from behind(leading to a game over); the only option for River to succeed with healing Charlotte Du Bois's deepest cut is if River suggests to her "why in your brain a man you still want? Has two boob

chromosomes. Women have more than boobs. Faint chuckle. More to love. Not all them looking to overthrow the queen. I'm not one of those. Wouldn't you think that?"

--> (related to above[9]; ending 2) Charlotte Du Bois gets teary eyed, but faintly smiles; she nervously asks if River would want to be her mate instead of Atalana to prove she doesn't have to be so paranoia after all; after a bit, River somewhat nervously asks if that would mean Charlotte Du Bois could try to be a much better moral person from now on; because it turns out River is honestly otherwise attracted to her, with Saffron by the episode After Miranda a shining example to River of how someone amoral could change for the better if given the chance(River even outright admits both to Charlotte Du Bois)

--> (related to above[10]; ending 2) Charlotte Du Bois tells River to give her another day to think about it; and if River convinces the other two Serenity crewmembers that River's plan is going to work(thwarting a escape attempt by them), Charlotte Du Bois at the end of the day tells River that she'll try to be a much better person for her; starting with letting the other two Serenity crewmembers go and announcing that the Oiropata will have a trial run for a few months to see if they really can run smoothly with gender equality

--> (related to above[11]; ending 2) River tells the other two Serenity crewmembers to go without her to save Mal and/or Zoe and/or Simon because she knows she'll be safe now; Charlotte Du Bois reveals for real this time the access codes to easily get past security and snatch Boss Moon(which River reaffirms with her mind reading); and you at least get a intimate scene with Charlotte Du Bois in her bed with River(with Aella, Calliope, and Wisteria standing guard just outside the bedroom door in case Charlotte Du Bois calls for help[but she very likely won't anyway])

--> (related to above[12]; ending 2) the next day, River at the very least gets a kiss from Atalanta(River only lets her without hesitance because she knows Atalanta knows that it's the closest she'll ever get to being River's lover, and that's enough for Atalanta to come to terms with that); if River only has Charlotte Du Bois as a lover at this point though, she can choose now from having a threesome with Atalanta and Charlotte Du

Bois(in the at least to try things out once sense for River), having Aella as a second lover, or having Wisteria as a second lover(Calliope is heterosexual, and so isn't included); if River already has a second lover, he, she, or they automatically can come to Pontus(even if didn't already come with River) to be with River and Charlotte Du Bois the next day

--> (related to above[13]; ending 2) and River is out of game play for rest of the main storyline(s) for Firefly Online, Season 4; but River can come back in gameplay for secret missions and secret endings(along with Charlotte Du Bois, and River's second lover if any)

--> (related to above[14]; ending 3) if River politely says she appreciates the honesty, but might be in love at first sight instead with Aella or Wisteria(and only one of them), then a ceremonial archery duel on horseback between the two of them will take place (because the Oiropata are horse archers[and that is not made up for Firefly Online, funnily enough]); buying time for River and the two other Serenity crewmembers to plot a escape out of town and back to Serenity(with River not really meaning to sleep with any of the Oiropata)

--> (related to above[15]; ending 3) after some fighting with one or two of the Oiropata + Charlotte Du Bois herself(with River fighting her), River and the other two Serenity crewmembers get away; but they get nothing back for their troubles except for getting back to Serenity to escape and some medical injuries to treat back on the ship

--> (<Fistfuls of Credits>); for a late season episode of Firefly Online, Season 4 (a episode for Saffron and Jayne, or for Saffron with someone else)

Robbin' the rich don't seem all that bad, does it? The crew is encouraged to steal from a world-class cruise liner called the Ozymandias. They've been told that all kinds of [Blue Sun and/or Brown Sun] Alliance big wigs and muckety-mucks will be in attendance there. And where there are wealthy people, there's a safe full of treasure.

It's a two-pronged mission: The crew'll both break into the safe and raid the ship's stores. As this is the Ozymandias's maiden voyage, the cruise liner has state-of-the-art everything. The medical bay and cargo holds alone would be worth the venture.

While security is tight to get in, the easiest way might be for the crew to pretend to be the entertainment. What happens though when they realize they're in way over their heads?

(< Secret Missions and Secret Endings for Firefly Online, Season 4 >)

[1] Secret Ending: Hey Mal... Spike is in the Bar

(1) if you complete Season 4 and have at least Mal go to the nearest bar on a border planet, you get Joss Whedon's originally planned cameo for Spike from Buffy: The Vampire Slayer(for a season 6 of the Firefly show, which Season 4 of Firefly Online pretty much is)

(2) if you don't just have Mal there though, there's a added small cutscene for every other player character that's also there(on behalf of the player that's also playing as Mal)

[2] Secret Ending + Secret Mission: Nandi Ain't Without a Grudge

(1) if Mal's older sister or Blue Sun doesn't succeed in starting a war, you can go through the secret mission to unlock this ending

(2) in the fallout of recent events, Nandi has become so angry with both Blue Sun and the resistance movement from Mal's older sister...that she is on the verge of a warpath aimed at both(not realizing it will only start war across the Verse in her big plan to try to stop war across the Verse altogether); even just framing Mal and Zoe for a crime they didn't commit wouldn't sit well with Nandi

(3) (related to above) for targeting the Blue Sun Corporation when it's already being shut down;

from a closer look, it turns out there's just warehouses with innocent people working to close the books on the Blue Sun Corporation; they're destroying or dismantling all that's left of Blue Sun(tech + all official contacts lists + all official records); killing these people will only ignite the flames of war(possibly even lead to

reactivating the Hands of Blue part of Blue Sun in a desperate attempt by The Blue Sun Alliance to stop Nandi and anyone else in their way)

(4) Petaline pleads for Nandi to not go through with her plan, saying the war is over now and “hasn’t everyone been through too much?”

(5) Nandi refuses to back down, and warns Petaline she and everyone else should stay away from the shooting if they know what’s good for them; Nandi even has stolen two crates of Blue Sun sonic rifles and put together two tactical teams(of both Companions and former Companions that can hold a gun) to help her carry out her plan

(6) Petaline reaches out to Mal’s crew...and it’s up to them(or another crew with at least a AI run player character of Mal’s crew of your choice onboard) to try to talk Nandi out of it, kill her, or help her carry out her plan

(7) there’s plenty of mixed feelings on Mal’s crew, and plenty of ways this ending can go

--> if you help Nandi carry out her plan, Kaylee, Simon, River, and Inara leave the crew for good(and Inara and River come back around to try to stop Nandi and you)

--> if you knock out everyone else onboard that would object to helping Nandi carrying out her plan with Jayne’s and Saffron’s help, then Inara doesn’t come back around to try to stop you; but River still manages to escape before she could be knocked out and tries to stop Nandi and you

--> if you kill Nandi, Kaylee and Inara leave for good

--> if you try to talk Nandi out of it first and if it fails(leading to you killing her), Inara seems at first to be leaving the ship for good; but, she says that in time, Mal and everyone else can still see her again

--> if you try to talk Nandi out of it first and if you’re on good terms with her up to this point, she tells you she understands why you’re trying to stop her and is kind of touched by it(she’s not ready yet to just let it go, but there’s still hope to talk her out of it

later); whether you try to talk Nandi out of it, kill her, or help her carry out her plan, Saffron and Jayne will be mostly all right with it all

(8) if you have a player character helping Nandi carry out her plan and if she's a lover of him or her, you can have a intimate scene with her in her ship's quarters just before arriving with a tactical team(at Blue Sun warehouses or the latest not so secret anymore stronghold for the remaining members of Mal's older sister's resistance movement); but, that's all(all the Companions and former Companions in Nandi's tactical teams have no time for you, even if any of them find your player character attractive)

(9) if you and Nandi succeed in her plan, the flames of hate rage across the Verse and it becomes total anarchy; both Alliances are quick to blame each other, Browncoats blame each other, and even Companions and warehouse workers blame each other

--> (related to above) Nandi dies some inside, and so does most everyone on the Serenity crew(except for Jayne and Saffron); there are no intimate scenes in the fallout(no matter what player character is a lover of who), but you can have long talks with player characters if you want(there's one kind of weird exception; unless another player character is leading the discussion, Jayne isn't much for talking long)

(10) if you're not helping Nandi carry out her plan; whether or not you talk Nandi out of going through with her plan, you still have her two tactical teams to fight(but, you'll have help from the rest of the player characters in your crew)

(11) if Nandi is killed, there's a memorial service for Nandi overseen by Petaline

(12) if you talk Nandi out of her plan(whether on the brink of Verse wide war or not), Nandi and either Inara or Saffron help Nandi open up a new bordello called The Shining Gold Heart on another moon; if you talk some members of Nandi's tactical teams out of it as well(only some can be), they appear at the opening of The Shining Gold Heart

--> (related to above) if you're on good terms with Nandi, she offers a big thank you for stopping her from starting a war;

a big credits discount to you for Nandi herself and/or her other girls to “service” in bed any + all player characters you want(plenty of intimate scenes all around; so long as it’s arrangements those player characters wouldn’t object to as well, of course)

(13) Petaline is the only one that isn’t that easy to “service” in bed; ever since the Serenity movie, Petaline has retired from being a whore and mostly just would rather take care of her little boy than “service” in bed

--> but, if you’re on good terms with Petaline, already have been dating her with a player character(prior to Season 4), and find someone to watch over Petaline’s little boy for a while(or it’s nighttime and he goes to sleep first), you can have that player character have a intimate scene with Petaline in her bedroom

--> Petaline only dates one lover and not two; yet, so long as you make time for that intimate scene with Petaline, the player character that takes to bed with her can also be “serviced” by Nandi and/or her other girls without Petaline getting mad or anything

Many stars out in the black... Many stars you can fly back to...

Tell them you’re flying back to them. They Can’t Take The Sky From Us